CDi

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ISSUE 3
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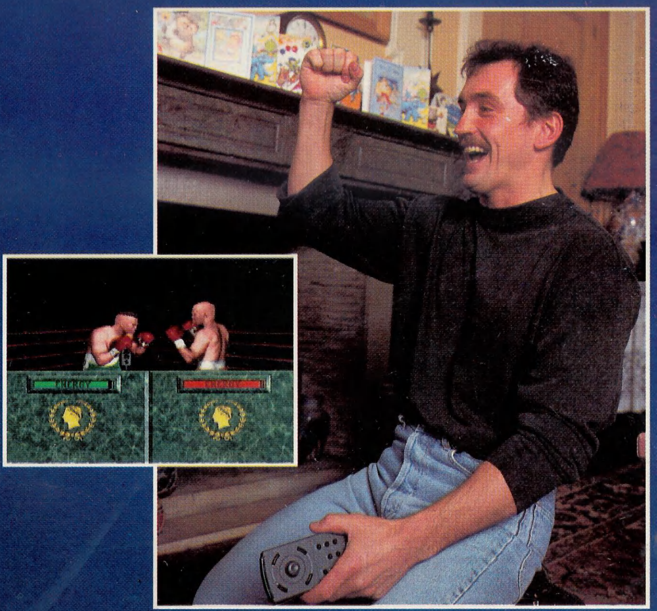
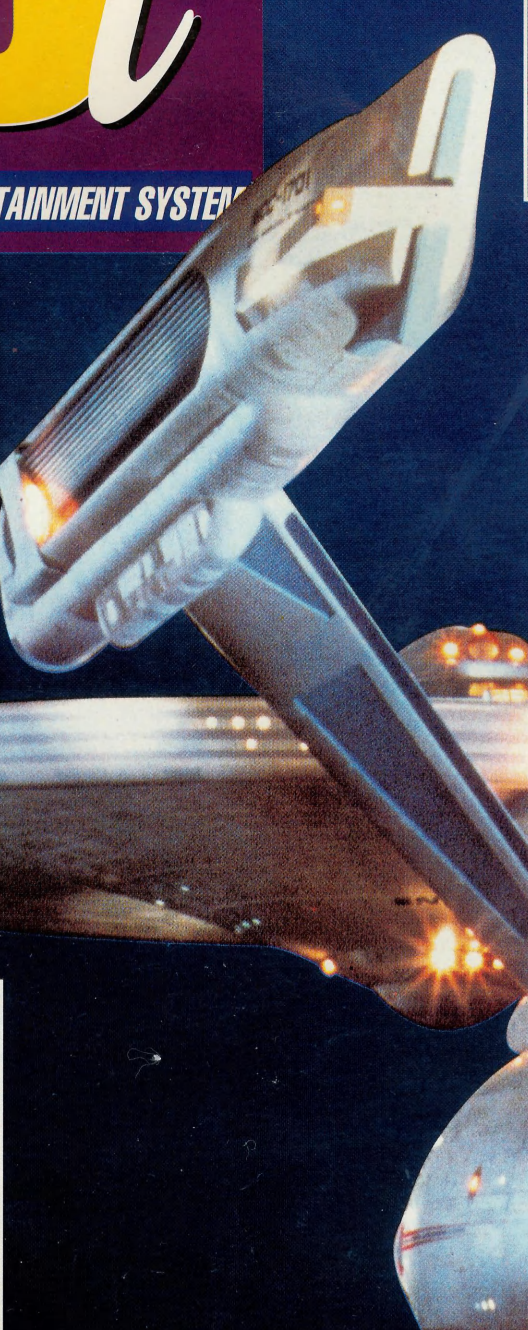
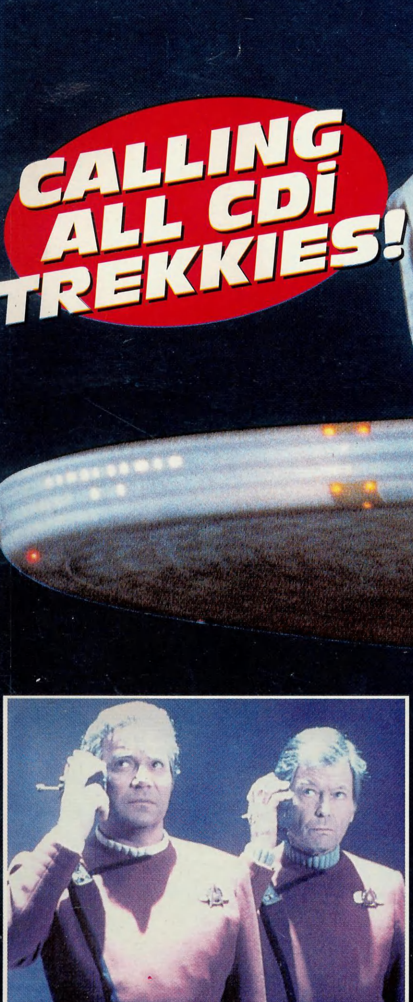

ENERGY
ENERGY

KNOCKOUT!

BARRY McGUIGAN ON CAESAR'S WORLD OF BOXING

CALLING ALL CDi TREKKIES!


ENTERPRISE



FIRST PREVIEW

STAR TREK VI

KIRK AND BONES HIT YOUR CDi

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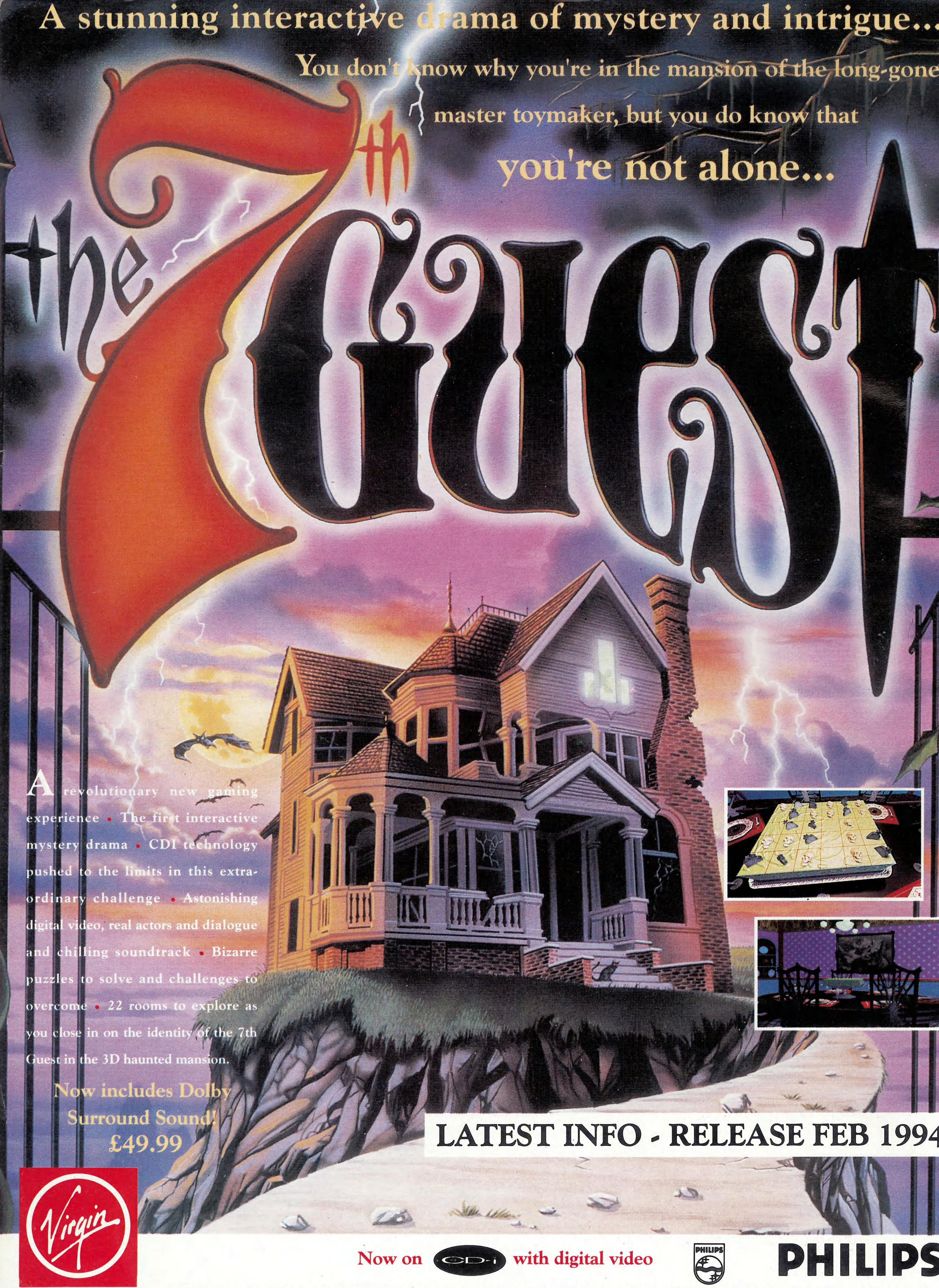

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LATEST INFO - RELEASE FEB 1994

Virgin

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PHILIPS

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INSIDE

The latest news, reviews and tips on CDi

Not so long ago, there were those who said it would never be possible to put films onto a standard five inch compact disc. They said it simply couldn't be done.

Once again, Philips has proved them wrong. The first films on CDi will be released this Christmas. Critics said the picture quality would be inferior to VHS. It isn't. I know, because I have seen early demo discs of Top Gun and Star Trek VI, to name but two. The quality is first rate.

Of course, what really sets CDi films apart is the digital stereo sound. A film like Top Gun played loud through your home hi-fi is a revelation on CDi. You really feel as if you are part of the action.

And then there is the simplicity of the controls. You can fast forward, fast reverse, pause, freeze frame and adjust the slow motion, all at the touch of a button. No more tedious rewinding of the tape to get back to the beginning or to find your favourite part.

What is more, CDi films shouldn't wear out. They will continue to provide crystal clear sound and pictures for years.

All of which makes CDi the ideal format for the video rental market. In America, Philips has already carried out trials with the Blockbuster video chain by renting out a CDi player with a number of titles for use at home.

We think it's a great idea that should be tried over here. That way, the video rental chains would be tempted to start stocking CDi films. With 50 films from the Paramount studio due out on CDi, what better way to give consumers the chance to sample CDi in their own homes?

Andy Clough
Editor

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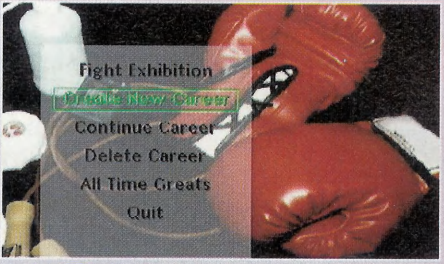

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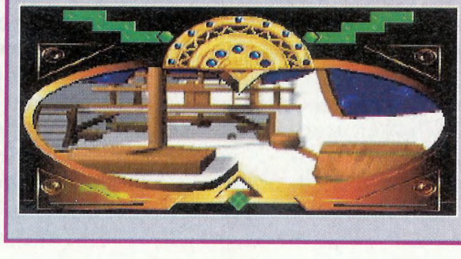

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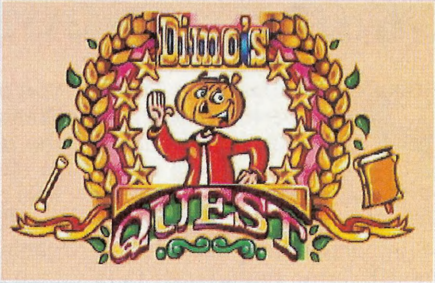

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SUPER MARIO
PREPARES CDi DEBUT

The popular Nintendo character Super Mario is destined to take CDi by storm next year. Two titles are currently in development in the US. Mario Takes America, a Digital Video title for the CDi platform, is now in production.

Software company CIGAM has had to shoot original footage on location for much of the title, including scenes where Super Mario flies over the Manhattan skyline, falls over a waterfall and skims across a lake by boat.

The film crew used a helicopter to shoot some of the more tricky sequences, and it it believed this will be the first CDi games title to use such dramatic footage.

The storyline involves Super Mario arriving in New York, travelling across the US and eventually arriving in Hollywood where he stars in his own interactive film. He travels by truck, train, car, aeroplane, helicopter and even a motorbike!

No release date has yet been given for the title, but early clips were on show at the CDi 3 Conference in New York in October. The film footage looks quite stunning and will bring a new degree of realism to the game.

Also due out in the US soon is Hotel Mario. In this disc, Mario's nemesis, Bowser, King of the Koopas, has taken control of every hotel in the Mushroom Kingdom and has kidnapped Mario's loyal sidekick, Yoshi. Your not inconsiderable task is to help Mario defeat his arch enemy.

FIRST DV SHOOTING GAME

Philips Interactive Media of America has three titles under development by software house PF Magic. The first, Mad Dog McCree, is due for release in the US in January and will follow in the UK later next year. It is based on the arcade hit by American Laser Games.

Mad Dog features DV footage of all the typical characters you'd expect to find in a Wild Western town. Mad Dog is on the rampage and it is your task to shoot 27 baddies before the final dogfight with Mad Dog .

Philips hopes to bundle the game with a gun attachment to plug into the CDi player, but this is still under negotiation. The game includes 38 minutes of DV and takes 15-20 hours to play. (For a sneak preview, turn to page 20.)

Also on the cards is a title called Max Magic. Max is a magician who will perform tricks with you on the CDi player. He can play 14 tricks such as card games and will even talk back to you. The title reputedly cost $400,000 to develop.

The third title due is called Effacer. It is basically a CDi version of the game hangman.

WANTED
MAD DOG McCREE
1
GAME

NEW NINTENDO TITLES ARE IN THE PIPELINE

Californian software house Viridis is close to finishing work on its long-awaited Nintendo CDi title, Zelda's Adventure.

Philips has already released two Nintendo titles, Link: Faces of Evil and Zelda: Wand of Gamelon, under a licencing deal it signed with the Japanese firm two years ago.

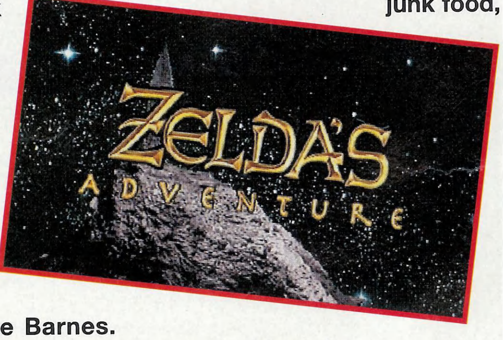
Zelda's Adventure is the most ambitious Nintendo title to date. Work began on the project about 18 months ago. It features 600 screens and can, apparently, take up to 300 hours to play.

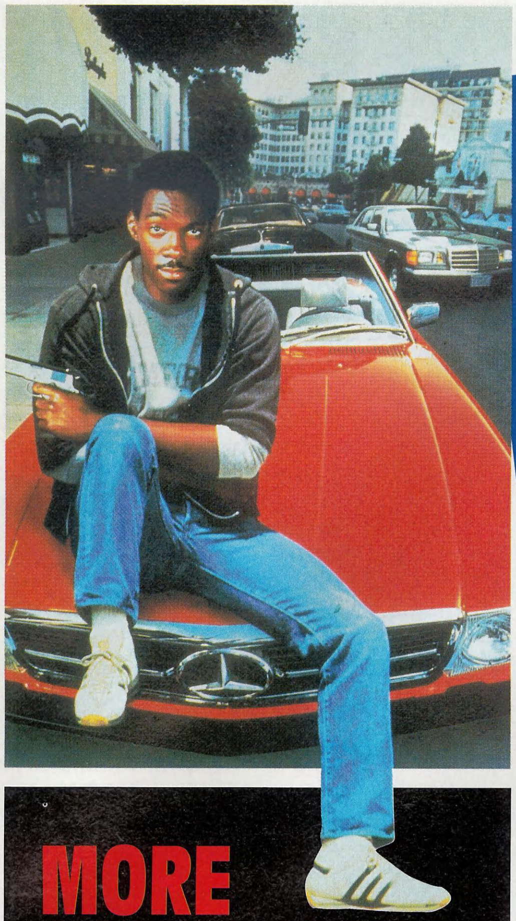
"We have tried to create a photo-realistic environment," says Viridis president Lee Barnes. "There are 160 characters you can meet during the game. We set out with the intention of taking CDi games' development as far as it could go at the time, but remember this was before the development of Digital Video."

The player views the characters from above and can move them around the landscape in any direction.

Viridis is also working on a title called Skate Dude. This is a 10-level game "with attitude", according to Barnes. To play the game, you have to learn the rules of good nutrition. If you continue to eat junk food, you could end up being attacked by aliens, or even die of a heart attack!

Barnes hopes it will be released in the US and UK initially through Philips.





MORE CDi MOVIES

The second batch of Paramount films due out on CDi early next year has been announced by Philips.

Titles will include Indecent Proposal, Indiana Jones and the Temple of Doom, Beverley Hills Cop, Star Trek 1, Witness, The Hunt for Red October and Wayne's World.

Under the terms of the Paramount deal, announced in the last issue of CDi Magazine, Philips is to release 50 films on CDi, including existing and new titles.

Three interactive CDi films are also under discussion. One of these is believed to be an interactive version of Deep Space Nine.

All CDi films will play on a CDi machine fitted with a Digital Video cartridge. For reviews of the films due out this Christmas, turn to pages 8-9.

COMPTON'S WINS TOP AWARD

Compton's Interactive Encyclopedia has been voted best CDi program of 1993 by the CDi Association of North America.

A joint silver award went to Private Lessons: Rock Guitar, produced by Sonic Images, and Voyeur, produced by Philips POV Entertainment Group.

Rock Guitar also picked up the top prize for best educational program, while Voyeur was given the gold award for best technical achievement.

The Berenstain Bears won for the best children's program, and The Wacky World of Miniature Golf was voted the best children's game. NFL Football Trivia Challenge, which is not yet available in the UK, was voted best adult game.

LITIL DIVIL

HEADS FOR HOLLYWOOD MOVIE STARDOM

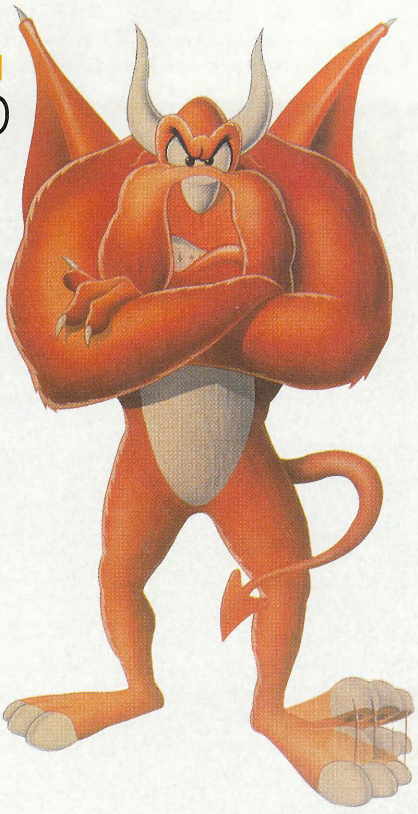
Litil Divil, the character behind the forthcoming CDi title from Gremlin Graphics, is expected to star in a Hollywood film in 1994 or 1995.

Discussions between Gremlin and a major Hollywood studio are now being finalised. An announcement is expected shortly.

David Martin, Gremlin's marketing director, says: "Obviously this is a major development for us. Interest in Litil Divil for animation has been there for some time, but following the last European Computer Trade show interest really took off. He's a great character, full of personality, in a world which lends itself perfectly to an interactive and non-interactive entertainment environment."

Most of the big Hollywood studios now have interactive multimedia divisions, and are looking to spin games off big budget movies such as Steven Spielberg's Jurassic Park.

The PC version of Litil Divil is due out this month, with the CDi version of the game following in the spring. For a preview of what's in store, turn to page 26.



WHAT'S IT WORTH?

Marshall Cavendish Multimedia and Philips are to release an antiques auction game called What's It Worth? on CDi early next year.

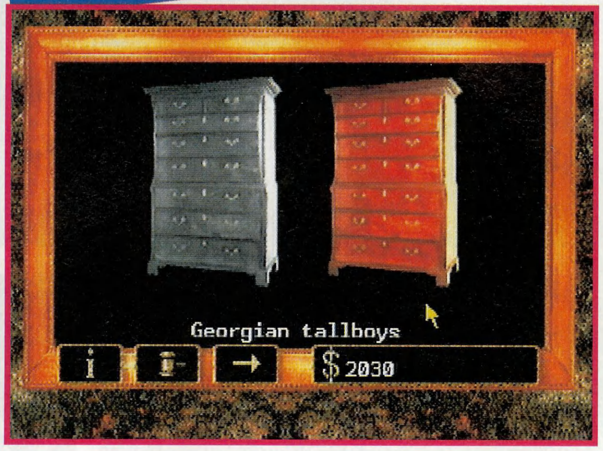
The game can be played by up to six players and is a simple antiques auction challenge. You can play against your friends or on your own against the CDi machine.

The aim is to build up a collection of antiques and outbid your rivals at auction to create the most valuable collection. Each player has his or her own room which you can explore to find out what they own. Coloured objects in each room are 'hot spots' which you can click on to find out more about that particular item — whether it's a collection of china, glass, jewellery or art, how much it's worth and the period it originates from.

You can also find a bank statement assessing each player's worth and a valuation of their antiques.

After you've done your homework, the auction proper begins. Certain lots will come up for sale and you must decide which to bid for and how much you can afford to spend.

Epic Interactive Media of Brighton is the software company working on the title.



7th GUEST DELAYED

Philips has had to revise its Digital Video release schedule due to delays on a number of titles.

At the time of going to press, the first four films were at the manufacturing plant. Black Rain, Top Gun and Star Trek VI are to be followed shortly by Naked Gun 2 1/2 and Ghost.

Worst hit is The 7th Guest, originally due out in the autumn, which has been put back until February 1994. Caesar's World of Boxing is now due in January.

Tessa Moore, CDi software manager, says: “With The 7th Guest, the complexity of the disc and difficulty in programming it meant that development took longer than we thought. But the title will now include Dolby Surround Sound and will make full use of the DV cartridge's extra 1.5 megabyte of memory.”

It is believed there have been some technical problems with encoding the films for PAL, the UK broadcasting system.

“Those problems have been overcome,” says Philips director Simon Turner. “It is the first time anyone has produced films to this level of MPEG 1 quality. The UK films are now of better quality than the ones encoded for the NTSC broadcasting system in the US.”

On the music front, the Andrew Lloyd Webber Premiere Collection is now out, Bon Jovi is expected shortly along with Sting's Ten Summoner's Tales and The Cure. The Worlds Of... from Rhythm King is expected in early 1994.

The Joy of Sex and Cartoon Carnival are now in the shops.

PHILIPS

TO ADOPT VIDEO CD IN '94

The first batch of films released on CDi will not comply with the Video CD standard, but Philips will adopt the format next year.

The so-called Video CD standard is based on the White Book karaoke CD standard (see CDi Magazine issue 2) which has been agreed by JVC, Sony, Matsushita and Philips.

“We have been planning the launch of Digital Video for 18 months,” says Philips director Simon Turner. “Video CD is entirely compatible with CDi, because all Video CDs must have a CDi track so they will play on a CDi player. We will make the switch to Video CD early next year, but at the moment it is not relevant because there are no Video CD players on the market.”

Video CD discs will play on CDi players with a DV cartridge, computers with CD-ROM drives and MPEG decoders, and dedicated Video CD players.

The White Book karaoke standard was first published by JVC and Philips in March 1993.

STOP PRESS!

Here is the latest release schedule for all Digital Video titles received from Philips at the time of going to press. All dates and prices subject to change.

November/December 1993

TITLE	PRICE
Andrew Lloyd Webber - The Premiere Collection	£15.99
Cartoon Carnival	£19.99
Joy of Sex (with book)	£29.99
Top Gun	£15.99
Bon Jovi	£15.99
Black Rain	£15.99
Ghost	£15.99
Star Trek VI	£15.99
Patriot Games	£15.99
Fatal Attraction	£15.99
The Untouchables	£15.99
Raiders of the Lost Ark	£15.99
Sting: Ten Summoner's Tales	£15.99
The Cure	£15.99

KOREANS

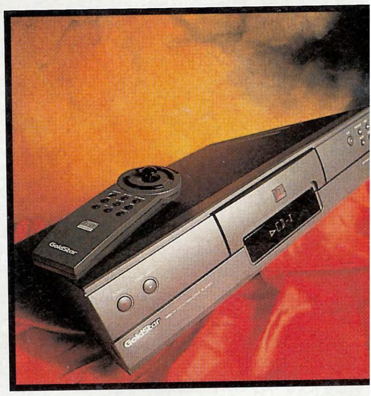
UNVEIL CDi PLAYERS

The Koreans are the latest to join the race to manufacture CDi players.

GoldStar already has a player on sale in its domestic market, while Daewoo and Samsung are gearing up to manufacture their own versions, which will have Digital Video capability.

The Korean electronic manufacturers see considerable educational opportunities for CDi in their home market.

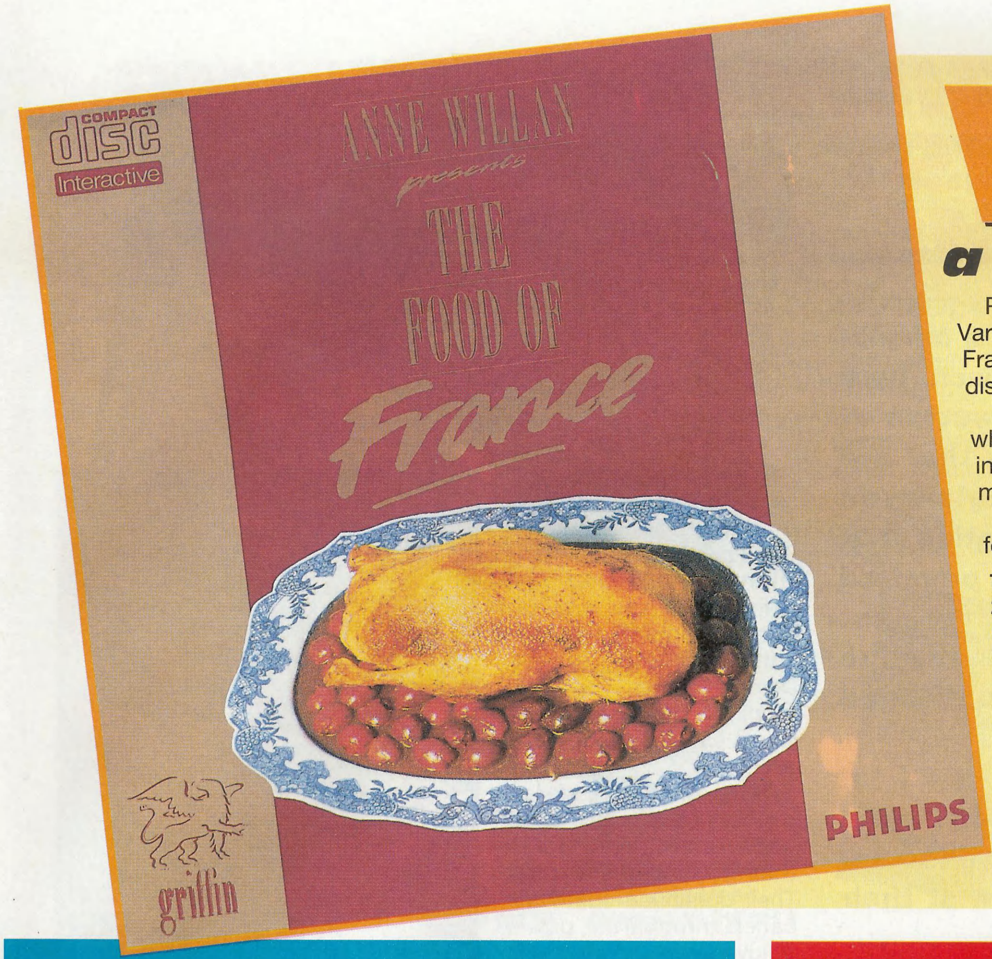
The first Korean CDi titles are maths and English tutorials.



The player is sold as an educational tool for the home.

CDi games with little language translation required are expected to drive the market.

A US company called Interlight has already converted some of the animated Bible stories on CDi for the Korean market.



WIN!

a holiday in France

Philips is offering a week's free holiday at the La Varenne cookery school run by Anne Willan in Burgundy, France for the winner of a competition based on the CDi disc The Food of France.

The winner will receive a week's tuition at the school, which has to be taken at a mutually convenient date during 1994 for all the parties involved. Flights and accommodation are free.

To enter the competition, you need to answer the following four questions:

1. **What happens if you cook garlic too long?**
2. **Which recipe on this CDi disc is very much in fashion but is a dish that has been around for at least 100 years?**
3. **How much cheese is produced in the limestone caves of Rocquefort in the Languedoc region?**
4. **How are walnuts harvested in the Alps?**

Tie-break: French food comes alive on CDi because..........

Answers should be sent to CDi Magazine.

The winner will be announced in our next issue.

Food of France was produced by BEPL.

INFOGRAMES PLANS NEW CDi SHOOT 'EM UP

French software house Infogrames is working on a new shoot 'em up CDi title, Chaos Control, which is expected to be released in France next year.

Chaos Control stars a female main character called Liberty Ironwood. She has to lead the assault against the Kesh Rhans, who are preparing the final assault on Earth. Early reports suggest the title looks extremely impressive.

The game is being produced by Bruno Bonnell of Infogrames, the software house behind successful CDi titles such as International Tennis Open and Kether. The graphics, designed by in-house artist Frank Drevon, are rendered on Silicon Graphics workstations.

The full colour CDi version uses Digital Video in 24 bit colour. Infogrames is working in conjunction with the programmers at its US division, I*Motion.

DV CARTRIDGES SELL OUT!

The first batch of Philips Digital Video cartridges shipped into the UK sold out almost immediately, but the company is bringing in new supplies every week. Demand has continued to outstrip supply.

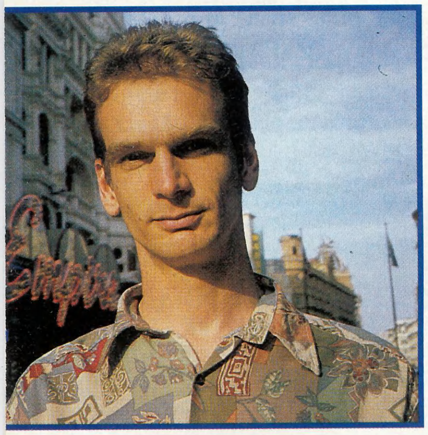
"We have been stunned by the success of the DV launch," says Duncan Farley, Philips's hardware manager. "We are delivering new cartridges weekly, but it will take us until February before we can obliterate the shortage and have a full supply."

The 22ER9141 cartridge plugs into the back of all existing Philips CDi players to enable them to play DV titles.

The cartridge, which retails at £150, incorporates the MPEG (Moving Pictures Expert Group) digital video standard, providing full-screen 25 frames per second video with CD quality sound. It also has an extra 1.5 megabyte of memory.

Insert this side up
CD-I
Digital Video Cartridge
COMPACT disc
For PhilipsCD-I Players
PHI

BEN SOUTHWELL REVIEWS THE FIRST BATCH OF FILMS ON CDI



Selling at a bargain £15.99 each, here is a selection of the first titles that are expected. Eagle-eyed readers will notice that some of those promised by Philips in the last issue of CDi Magazine have been postponed until next year. Wayne's World, Naked Gun 2 1/2 and The Hunt for Red October will now come out in 1994. But Philips promises us that the following titles will be out by Christmas. We'll take them at their word (this time).

STAR TREK VI:
THE UNDISCOVERED COUNTRY

When this was made, they said it would definitely be the last Star Trek movie and that "end of term" gung-ho feeling runs through the whole film.

It's a celebration of everything Kirk and the crew of the Enterprise had to offer. Once more all the regulars are assembled, this time to escort a Klingon diplomat on a peace mission to Earth.

Before you can say "boldly go", the diplomat is dead with Kirk and the Enterprise held responsible.

For once, the plot provides the big screen answer to the TV series. The effects are marvellous (including weightless blood, no less!) and the sound on CDi superb.

The whole thing feels like putting on a favourite winter coat, with everyone exuding a confidence of familiarity. And as if that isn't enough, there's supermodel Iman and a superb performance from an almost unrecognisable Christopher Plummer.

Quite simply, for my money, this is by far and away the best of all the Star Trek films.

GHOST

Any film that can survive the affectionate parody of Naked Gun (including that potter's wheel scene) and still deliver deserves its place in our hearts. The combination of Patrick Swayze, Demi Moore and the chart-topping Unchained Melody is just as unstoppable as it ever was.

Swayze and Moore star as a loving couple split apart when he falls victim to a hit that goes badly wrong. Their continued communication through the power of love sees Swayze trying desperately to protect Moore from the same no good rats that did for him. A mixture of fantasy, thriller and comedy (Whoopi Goldberg milking it for all it's worth), Ghost won't leave a dry eye in the house.

THE UNTOUCHABLES

From the first bars of Ennio Morricone's wonderful score, I knew I was in for a treat when I saw this. And it's just as good after multiple viewings.

Master of suspense Brian De Palma (Carrie, Dressed to Kill) turns in a stylish tour de force for this tale of Eliot Ness and his Untouchables who took on Al Capone during the Prohibition era.

Everything about this film is right. Just look at the cast: Robert De Niro as Capone, Kevin Costner as Ness, Sean Connery (in the role that finally brough him an Oscar), and Andy Garcia. It's a casting director's dream come true.

Add a script by David Mamet packed with memorable lines, and costumes by Armani, and what you get is one of the most stylish and assured Hollywood movies of recent years. The 'Odessa Steps' homage alone makes this worth the price.

FATAL ATTRACTION

A hugely popular thriller about the dangers of extra-marital affairs. Michael Douglas stars as the wayward husband, Glenn Close the woman he becomes involved with and who turns out to be psychotic. What follows is a nerve-jangling story of obsession and revenge. The story is handled with great style by ex-commercials director Adrian Lynne (Flashdance, 9 1/2 Weeks) and delivers all the shocks you'd expect, while offering one or two homages to the old masters of suspense. I've got just one warning for the faint hearted among you - beware of the rabbit!

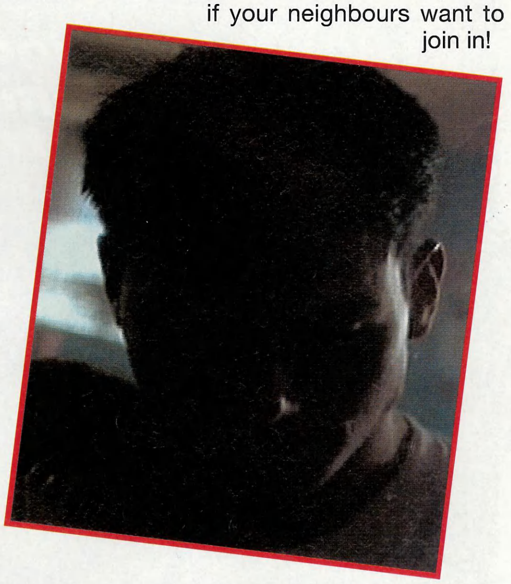
TOP GUN

Since the last issue, I've finally got hold of a Digital Video cartridge and have seen the light. Top Gun on CDi is completely amazing. Digital sound pumped through a hi-fi system transports you slap bang into the middle of the action.

I literally couldn't stop grinning!

This is THE movie CDi was made for. Action, gloss, speed, rock music - it's loud in every possible way.

You'll be lost in the clouds once again as Tom Cruise and co do battle, but don't be surprised if your neighbours want to join in!



BLACK RAIN

This Ridley Scott film was billed as the first major Hollywood film to be shot in Japan and while that gives it some degree of originality, it's not really enough to lift this above the average.

Michael Douglas and Andy Garcia are New York cops detailed to escort a Japanese mobster to the authorities in Osaka. The trouble gets under way when he escapes and they have to chase him in his own country.

As with all Ridley Scott films, this looks one wonderful, and if you're into bikes, there are plenty to keep you happy (including one in a particularly nasty murder scene). To my mind, however, it's all a bit confused and never really fires on all cylinders

PATRIOT GAMES

Harrison Ford takes over as Jack Ryan to tackle Sean Bean and the IRA in this Tom Clancy tale of revenge and terrorism. There are more plot holes than the proverbial Swiss cheese and a sense of geography that would shame a five year old, but it's still a lot of fun and gives a fascinating insight into the workings of modern intelligence agencies. A Bond for the Nineties if you like (Ford signed a deal for five films).

Directed by Philip Noyce, responsible for the excellent Dead Calm and the less than good Sliver, this one is somewhere in between.

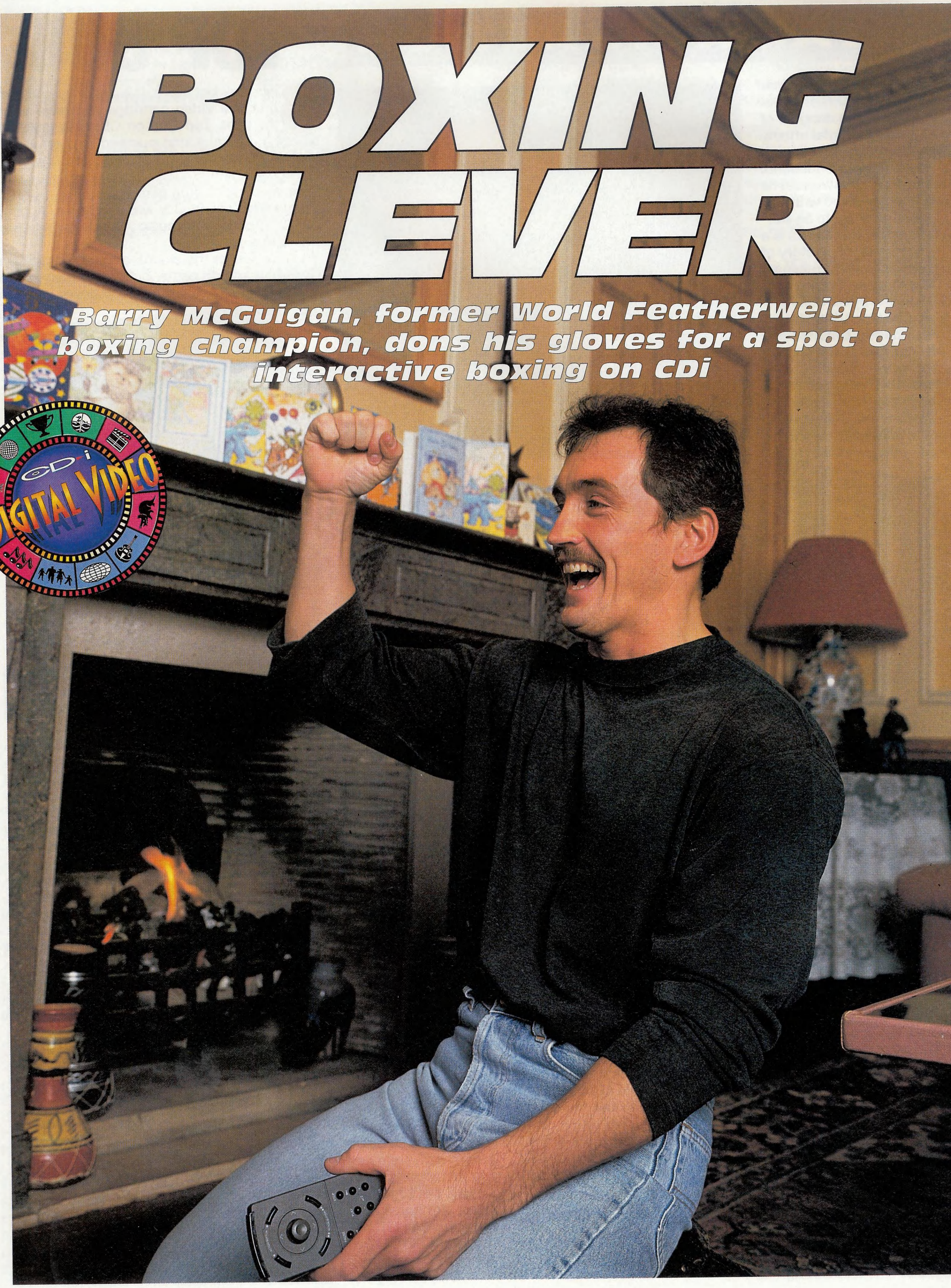
RAIDERS OF THE LOST ARK

Remember a time when archaeology was just a long word that was hard to spell? This is the movie that changed all that. Harrison Ford donned hat, bullwhip and glasses for George Lucas's cliffhanging creation Indiana Jones. Under the assured hand of the man with the Midas touch, Steven Spielberg, a new film series was born. A Saturday matinee adventure serial for the 1980s, Raiders delivers more excitement per second than its many pale imitators put together.

OK, so there are some gaping plot holes (just how does Indiana get off that submarine?), but it's all part of the sheer enjoyment of the film. They don't make 'em like that anymore? Oh yes they do!

BOXING CLEVER

Barry McGuigan, former World Featherweight boxing champion, dons his gloves for a spot of interactive boxing on CDi

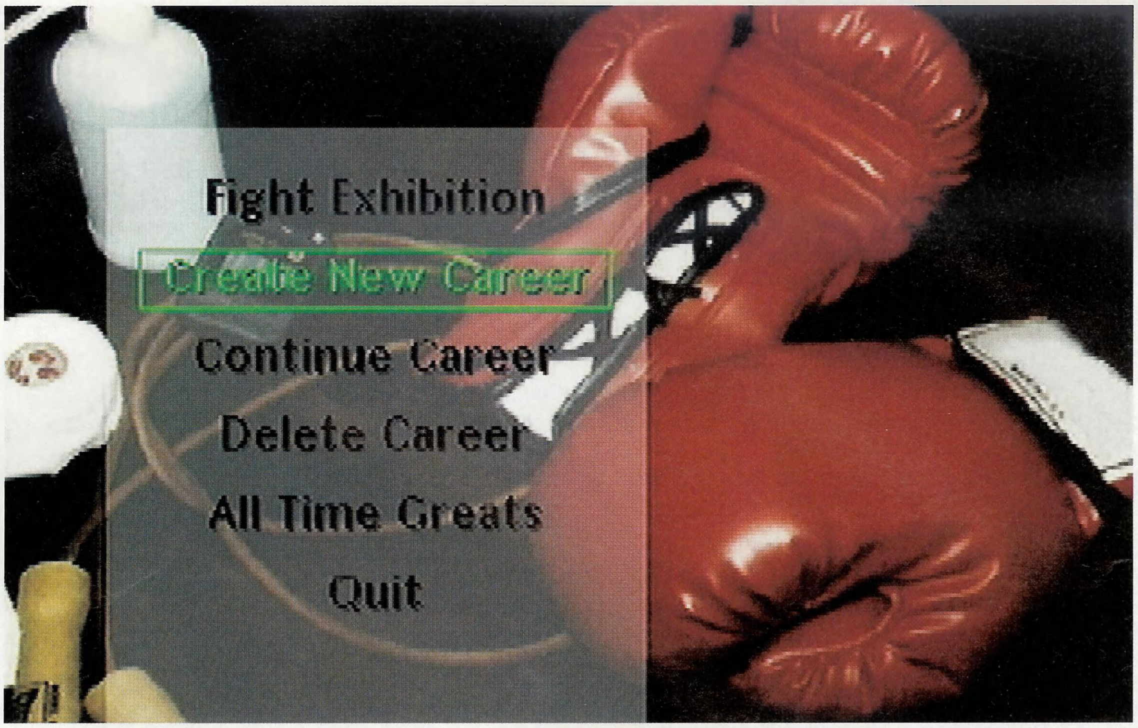


Caesar's World of Boxing scores a double whammy in the CDi games arena. It is the first two-player, Digital Video title. By plugging two Touchpad controllers into the CDi machine, you will activate the two-player option. Alternatively, you can play on your own against one of the computer-controlled opponents.

The joy of Caesar's World of Boxing is that it brings video footage into a CDi game for the first time. You actually see real actors depicting various characters in the game - managers, trainers, TV reporters - appear on your TV screen. All DV sequences were shot on location at Caesar's Palace in Las Vegas.

You choose your alter-ego, picking trainers and managers who will guide your career to the heavyweight championship of the world.

Here is a blow-by-blow account of how the game works.



Above: from the main screen menu you can practice in a fight exhibition, create a new career for yourself, continue your existing career or delete it. Left: your choice of trainers is of paramount importance if you are to make the leap from amateur to professional status

LAUNCHING YOUR CAREER

You can enter the game in three ways: Fight Exhibition, Create New Career or Continue Career.

Fight Exhibition gets you into the ring quickly. It is a good way to practice arcade or strategy skills, check out the other boxers, or pick a quick fight with a friend. No statistics or rankings are displayed in this section.

The boxer on the left of the screen is controlled by the remote or a Touchpad plugged into the front of the player; the boxer on the right is controlled by a Touchpad plugged into the back of the machine.

Once you have chosen the number of players, each player must determine how they are going to fight: Arcade or Strategy.

ARCADE

In Arcade mode, you control your boxer in the ring with the CDi controller. The boxer can be moved left and right across the screen, or up and down with the joystick.

By moving him up, you make your boxer throw punches to his opponent's head, by moving him down you make him throw punches to his opponent's body.

Action button 1 controls your boxer's left hand, action button 2 the right hand. If a boxer is at arms length from his opponent, either action button is likely to throw a jab, or straight punch, using the boxer's lead hand. If the boxer is in a clinch with his opponent, button 1 or 2 will throw a hook or an uppercut using the boxer's lead hand.

If player one's boxer is all the way to the left of the screen, holding your controller to the left for three seconds will cause the fight to go into "overhead ring mode". In this mode, no punches can be thrown and you can manoeuvre your boxer so he can catch his breath.

At the beginning of each fight each boxer has a fully charged energy bar. This will be depleted as the fight progresses.

STRATEGY

When you choose the strategy mode, you can adjust four sliders that determine your boxer's actions in the ring. These are:

Style - Aggressive/Cover-Up
Attack - Head/Body
Defend - Head/Body
Punch - Right/Left

If you move any of the sliders during a round, your boxer will then change his behaviour accordingly.

CREATE NEW CAREER

This allows you to create a new boxer with his own unique career. You can create and save a maximum of four careers. Each type of boxer begins his career with different base values in these four categories: Power, Conditioning, Stamina and Hand Speed.

The Caesar's World gym manager, Phillie, will ask you which type of boxer you want to be: Banger, Boxer or Stand-Up.

A Boxer has higher starting values in stamina and hand speed.

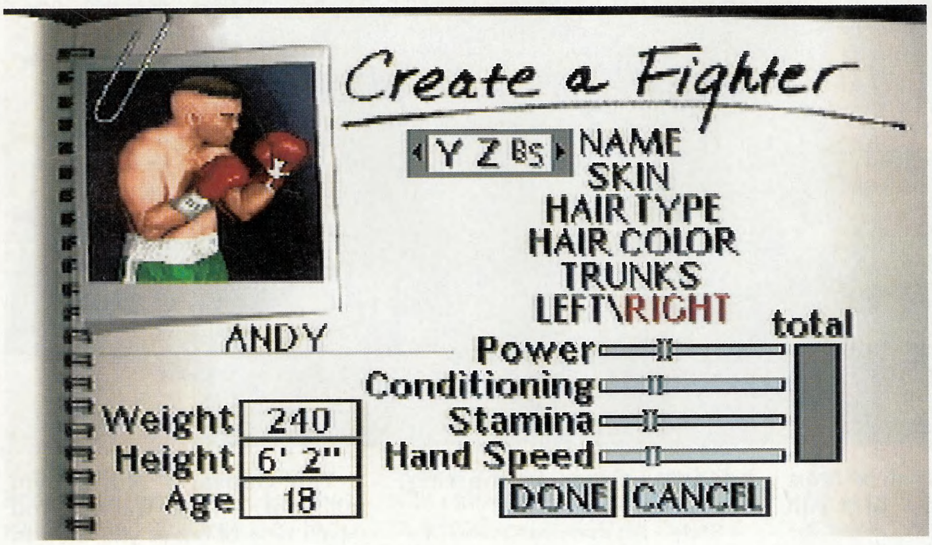
A Banger has higher values in power and conditioning.

A Stand-Up has higher values in hand speed, power and stamina.

By highlighting the slide bars for each of the four base values, you can alter your boxer's ratings in those categories.

You can also alter the name, skin colour, hair style and shorts of your boxer and choose left or right-hand punches.

Once you have created your own boxer, you have to choose



ANDY

Weight 240

Height 6' 2"

Age 18

Above: each of the four trainers will present their skills to you in a full Digital Video sequence like the one shown. But be warned - these are tough guys, not to be messed with! Left: this panel allows you to specify the characteristics of your own boxer, such as name, skin colour, power and speed

one of four trainers. By clicking on their respective pictures, you will trigger an introductory video sequence from each of them. Take your choice.

CONTINUE CAREER

If you save your career it will be stored in the CDi player's memory. You can then return to the game at the point where you left off.

DELETE CAREER

This allows you to delete any careers stored ~~in~~ the CDi's memory.

ALL TIME GREATS

This is where the top ten money makers and their earnings are listed. This list is only for boxers created by a player.

TRAINING CAMP

This is the central point of the game. From the camp, you will pick your opponents, train for fights, hire your manager, check the press clippings and TV reports and save the game. Your career starts in the Amateur ranks. To move into the Pros, you need to win four amateur fights. You are given four options:

Pick opponent
Check statistics
Check press
Save/quit

TRAINING METHOD

After picking an opponent and getting your trainer's advice, you must pick a training method for your boxer to prepare for his next fight. You have the following choices:

Balanced Training
Power (Heavy Bag)
Stamina (Road Work)
Sparring (Speed Work)

Highlight the desired training method and press action button 1 to choose it. The method of training you choose will strengthen your boxer's attributes in different ways.

There are two further options: The Book and Fire Trainer. The Book will give you a side-by-side comparison of your boxer's and your opponent's ratings, as well as a suggested strategy for the fight.

You can fire your trainer by selecting Fire Trainer.

FIGHT POSTER

Once you have chosen your opponent and trained for the fight, the Fight Poster will appear. It will show the two boxers, their ranks (for Pros only), the month, the number of rounds and the purse (Pros only).

GOING PRO

Once you have four victories in the Amateur ranks, Phillie will set up introductions with four potential managers. Highlight the manager you want to meet and press action button 1. At the end of each manager's pitch, three choices are available: accept, return to book or review contract.

Once you are in the Pro rankings, there will be many people vying for your attention. Before or after a fight, reporters may ask you a question. You will be given three ways to answer. Highlight your response and press button 1.

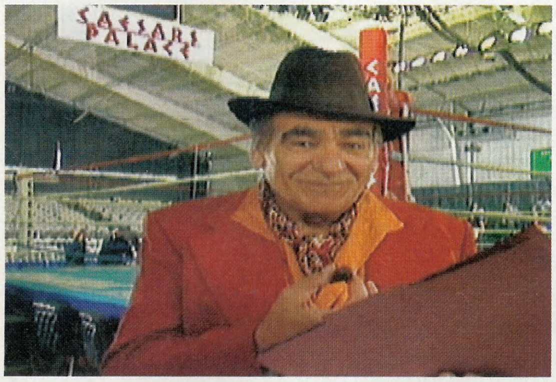
You may also be approached by other managers wanting to take over your career. At the end of their pitch, a yes/no option is available.

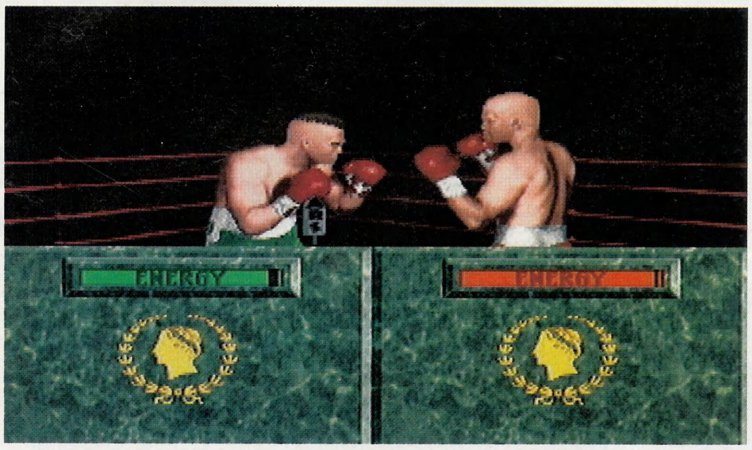
As you work your way up the rankings, certain "ladies" will appear from time to time, tempting you to break your training. Be careful - sometimes a night out on the town can be just the morale boost you need, but loss of focus could get you knocked flat in your next fight!

RETIREMENT

Eventually there comes that day, even in a successful career, when the years catch up with you. You lose that edge you once had.

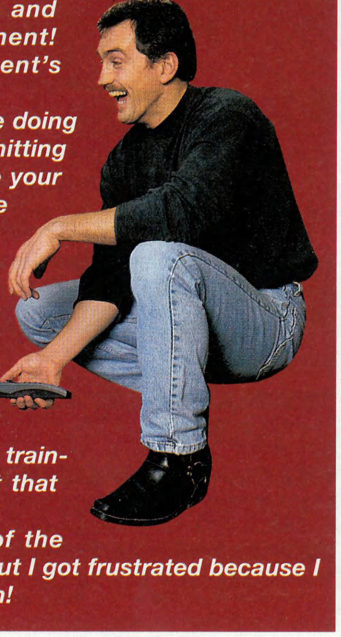
If a time comes when you just aren't winning like you used to, the game will retire your boxer, returning him to civilian life. If you ever decide you want to retire a boxer early, just exit the game without saving his career.





Left: this is the Editor of Boxing World. It's worth keeping on the right side of him, or your public image could be tarnished. Below: when in the ring, keep a close eye on your energy level and that of your opponent

McGUIGAN'S VIEW



The best thing is to keep down and beat the hell out of your opponent! You have to watch your opponent's power and stamina.

It's difficult to know when you are doing well - you don't feel as if you are hitting the punches. And you can't move your punches from the body to the head as quickly as I would like.

The graphics are good, but during the boxing it is difficult to tell who is doing the hitting and who is being hit.

The best bit was being able to fire my trainer and manager! I love the live actors and the way they dramatise the managers and trainers. It's all a bit over the top, but that makes it more fun.

It's certainly better than most of the other boxing games I've played. But I got frustrated because I couldn't deliver a knock-out punch!

VERDICT

GRAPHICS

The main core of the game, the boxing match, is graphically driven but the majority of the supporting action is in full Digital Video. Therefore it looks fantastic, simple as that. As to the boxing itself, it's probably as realistic as you can get without bringing the video cameras in and it delivers a nice, scything uppercut to the likes of Mortal Kombat. Fast, fluid and convincing. Not sure about the fluorescent blood, though.

90%

SOUND

Gross. Good, but gross. Whack your opponent on the jaw and there's a very convincing sound a bit like a clawhammer thudding into a raw steak while the crowd bay like a pack of rabid rodents in the background. All the sleazoid characters you meet have reams of CD-encoded dialogue to back them up as well. Sometimes you wish they hadn't, as there's a lot of rubbish being talked here but, hey, that's boxing.

90%

INTERACTIVITY

Varies from a simple, bloody brawl to the long, tactical and strategic build-up of a career. The actual fighting sequences are a bit less enthralling than they could have been, but to be really successful at this game you've got to come to terms with the complexities of studying the opposition's form and dealing with the press. Not simple.

87%

EASE OF USE

No problems there. Everything in Caesar's World of Boxing is straightforward on the surface, but as with most games with strategy elements, the subtleties take a bit of time to master. The same holds true for the boxing match; it might look like a simple button-stabbing frenzy, but to hold your own against a more powerful opponent takes tactics and timing.

92%

OVERALL

If there is one thing that is disappointing about the whole game, it's the lack of moves in the fight sequence. Luckily, the game is not just about blapping away on the buttons, and due to the graphics excellence of the whole thing, it still manages to be a rather bloodthirsty little knockabout. It would help if you could switch the blows from the body to the head more quickly, and sometimes it is difficult to know who is hitting who.

Caesar's World comes into its own, though, by creating a whole boxer's life outside the ring. It is convincingly populated by people who probably leave a trail of slime when they walk. Easily the most realistic and convincing boxing game on any system so far, know what I mean, 'Arry.

89%

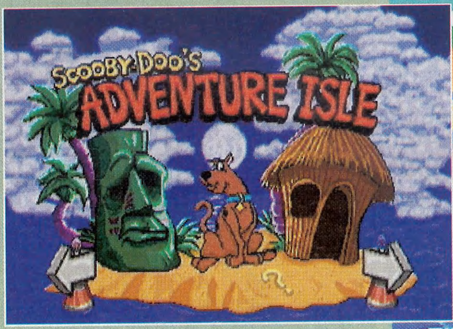
CARTOON CARNIVAL

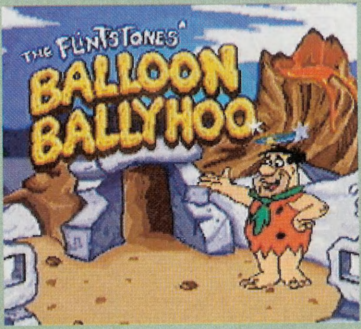
Fans of Hanna-Barbera cartoons will be in for a treat with this disc. It is the first kids' title with Digital Video, and features a host of popular cartoons brought to CDi for the first time.

There are six games to play, each with ten levels of difficulty. There is Huckleberry Hound's Gift Emporium, a colour matching game; Flintstone's Balloon Ballyhoo, a balloon catching game; Scooby Doo's Adventure Isle, a haunted maze game; Yogi Bear's Pic-A-Nic Place, a sound matching game; Jetson's Space Race, where players catch satellites and avoid the asteroids; and Top Cat's Top Facts, a trivia game.

When a game is won, the player is rewarded with a letter to spell out the words Cartoon Carnival. If you win all the letters, you are rewarded with a one minute Hanna-Barbera cartoon clip in DV. The disc contains 30 cartoons

For those of you without a DV cartridge, the game will play on a standard CDi machine, but obviously you can't see the cartoon clips as well.





Hanna-Barbera's
CARTOON
CARNIVAL

OUT: Now	RATINGS	PRICE: £19.99
GRAPHICS	95%	
SOUND	90%	
INTERACTIVITY	90%	
OVERALL	90%	

CHRISTMAS

KETHER

Kether has, quite simply, the best graphics in the business. It's a mixture of puzzle-solving, exploring and exhilirating arcade action.

The puzzles vary from simple memory tests to tortuous mind-twisters.

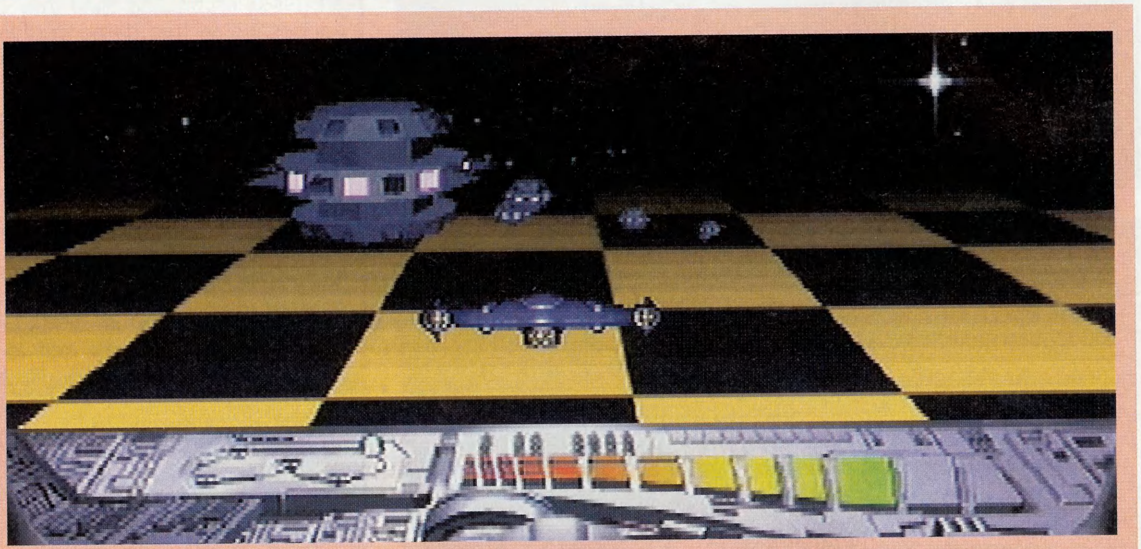
The exploring is nothing special - a very simple 3D first-person perspective with some tiresome "shoot the monster" seasoning thrown in.

The arcade action, though, is what makes this game the best CDi title yet. Words alone cannot describe the sensation you feel when you swoop down cliffs at what seems like 1,000 miles per hour, or the satisfaction as you steer your craft through the middle of a rotating, doughnut-style asteroid.

For once, there doesn't seem to be a trade-off between the stunning visuals and true interactivity.

Kether itself is a planet in the Pleiades Nebula that is drifting inexorably towards a black hole. You are Melkhor, a space knight who has been ordered by the Celestial Father - a kind of Obi Wan Kenobi figure - to land on the planet and rescue Eta Carene, the Princess of Wisdom, who has been kidnapped by the evil Khork.

The achievement of Infograme's programmers cannot be overstated: this is light years ahead of any other game on CDi, and competes with the very best that Sega and Nintendo have to offer.



OUT: Now	RATINGS	PRICE: £34.99
GRAPHICS	95%	
SOUND	90%	
INTERACTIVITY	90%	
OVERALL	95%	

THE JOY OF SEX

The Joy of Sex, published by Mitchell Beazley, has been one of the publishing successes of all time. Now you can buy the interactive version on CDi.

Produced by Cloudscan and published by Philips and Mitchell Beazley, The Joy of Sex is a Digital Video title with 30 minutes of explicit video. It comes complete with a pocket-sized copy of the book by Dr Alex Comfort.

This is definitely a title for adults. It is aimed at people who " want to enjoy their sex life to the full" and who enjoy a wide sexual repertoire. The disc is produced in a clear and informative way, without in any way being salacious.

The main menu gives you the choice of an introduction, guides to how four different people feel about sex, insights - into areas such as fun and fantasy, making it last and what is normal - a questionnaire and The Joy of Sex game.

Moving the cursor sideways across the screen will reveal two subsidiary menus. This is where you get to the heart of the disc. Actors act out different scenes. These include dressing up, bondage, making love in front of a mirror and doing a strip tease.

This is all done in the best possible taste, and only the Mary Whitehouse brigade could possibly object.

The Joy of Sex game is designed for both partners to play. It is intended to reveal how much or how little you know about your partner. Does he like having his toes sucked, for example? You will be expected to know the answer to this and similar questions.

In the questionnaire, you are asked to look at a selection of pictures and then rate each one from one to six. The computer will then analyse your choice and put together a personalised video tour for your enjoyment.

To find out more about the making of The Joy of Sex, turn to pages 50-51.

OUT: Now	RATINGS	PRICE: £29.99
GRAPHICS	90%	
SOUND	80%	
INTERACTIVITY	80%	
OVERALL	85%	

S SPECIALS

VOYEUR

For a base case title, Voyeur is a superb showcase for CDi. Without recourse to the Digital Video cartridge, creative director David Riordan and producer Robert Weaver have come up with a new type of adult game which should draw non-games players to CDi.

Voyeur is a mixture of Alfred Hitchcock's Rear Window and Dallas or Dynasty. Reed Hawke, an Americam billionaire, gathers his family around him one weekend to decide if he should run for President of the United States.

What we have here is your typical dysfunctional, wealthy American family. Every member has some sinister plan or dark secret to hide. As the player, you watch the comings and goings at Hawke Manor from your bedroom window.

With the video camera at your disposal, you can record events at Hawke Manor over the weekend as they actually happen. The aim is to gather enough evidence to stop Hawke running for President. If you think you have, send the tape to the police. If you fail, someone will have been murdered by the end of the game.

The really clever part of this game is that the scenes within the manor happen in real time. In other words, if you enter a room at 7.28pm, you may have missed an important event five minutes earlier. A green icon on the screen will indicate a room with some live action going on within.

It's a story full of lust, greed, corruption and deceit - your average soap opera really. Philips has installed a lock-out code at the beginning of the game, so parents can prevent children playing it. Truth to tell, much of the raunchy stuff is typically American - that is to say it stops short of being too explicit.

Nevertheless, it is still great entertainment and will appeal to an older audience which is not turned on by mindless beat'em ups and shoot'em ups. As after dinner entertainment, it will keep you amused for hours.

For my money, this is one of the best games currently available on CDi. A must.

OUT: Now	RATINGS	PRICE: 39.99
GRAPHICS	95%	
SOUND	85%	
INTERACTIVITY	85%	
OVERALL	95%	

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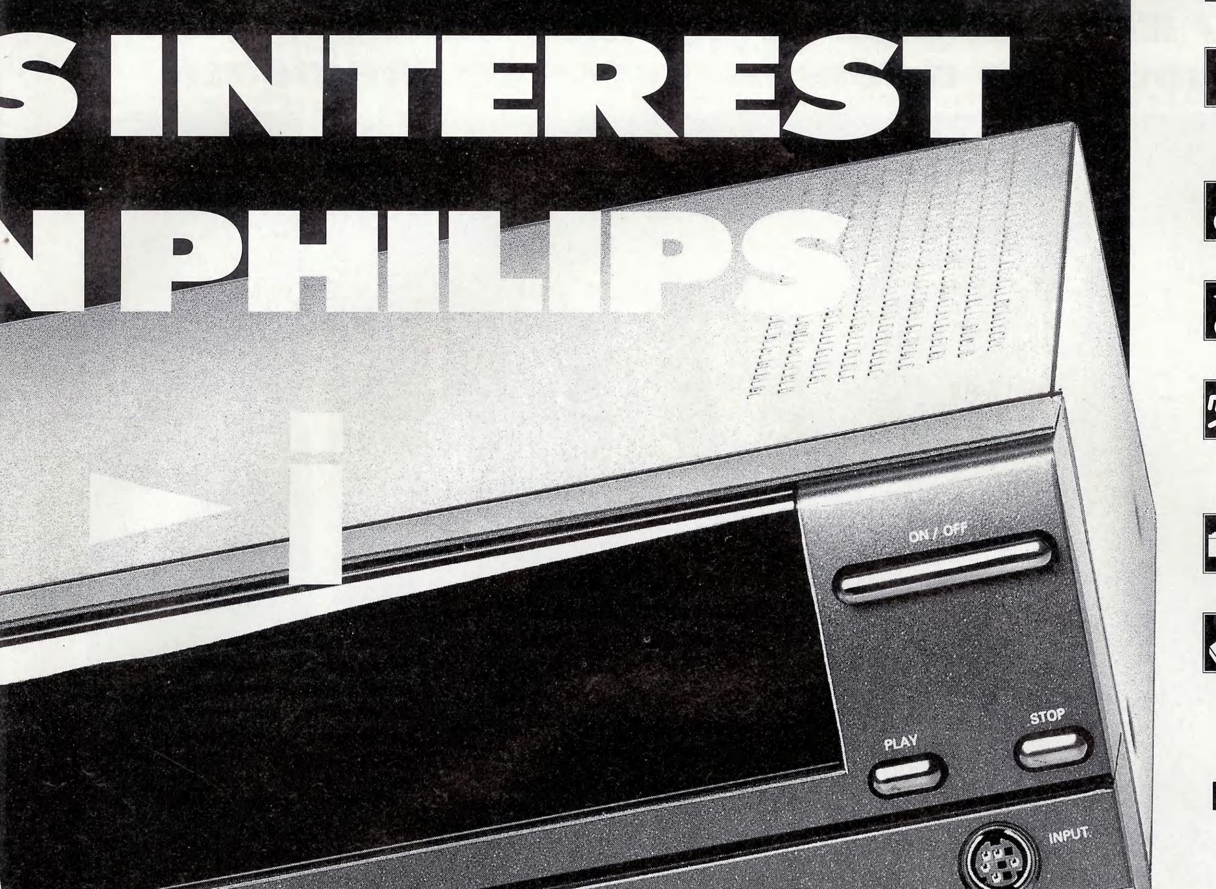
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CAMPBELL

It's the celebrity showdown of the year (well almost). Radio One DJ Nicky Campbell against our very own Dominik Diamond in a tennis match to the death

This page: Dominik throws his hands in the air, triumphant, while poor old Nicky looks a little despondent. Never mind, Nicky. Dominik was expected to win, so it wasn't too bad really

A two-player version of International Tennis Open will be released on CDi in 1994. To bring you a taste of what's to come, CDi Magazine asked computer games supremo Dominik Diamond and Nicky Campbell, Radio One DJ and presenter of ITV's Wheel of Fortune, to battle it out on centre court. Our photographer recorded the results.

GAME 1

Nicky serves. Dominik quickly gets the better of him. Nicky fights back. Deuce. Advantage Dominik. Then Nicky gets a point. Deuce again. Advantage Nicky. Nicky wins.

GAME 2

Dominik serves. He soon gains an imposing lead. 40-15. Dominik wins. Easy! So far it looks like a nice even match, but for how long?

GAME 3

Nicky serves. Gains an early lead. 15-0, 30-15, Dominik hits it in the net, 40-15, Nicky wins. Come on Dominik, get a grip!

GAME 4

Dominik serves. Starts 15-0. Then Nicky begins to fight back. He's getting the hang of it. 15-15, 30-15, 30-30. This is more like it! Dominik gets tetchy. Claws it back to 40-30, then wins the game. Phew.

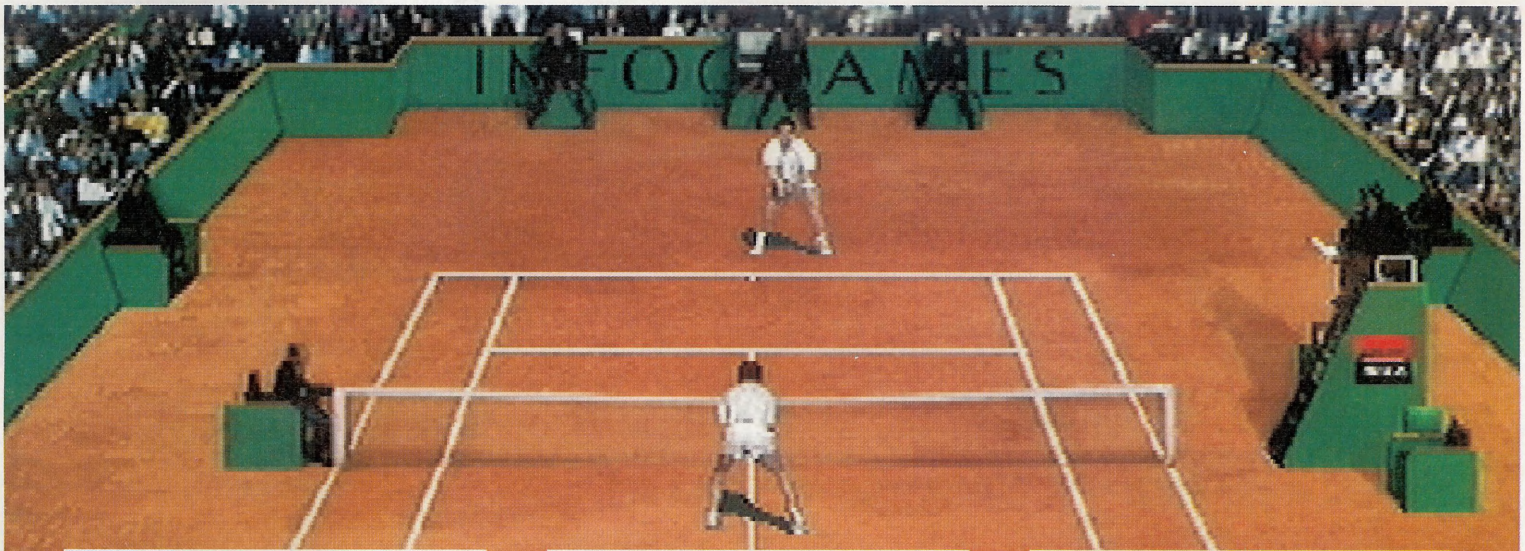
GAME 5

Both players are now getting into the swing of it. The fans are going wild. Nicky serves. But oh dear - things start to go badly wrong. Dominik breaks Nicki's serve and builds up a massive lead. 0-40. Three breakpoints to Dominik. A wonderful smash from Dominik, and the game is all his.

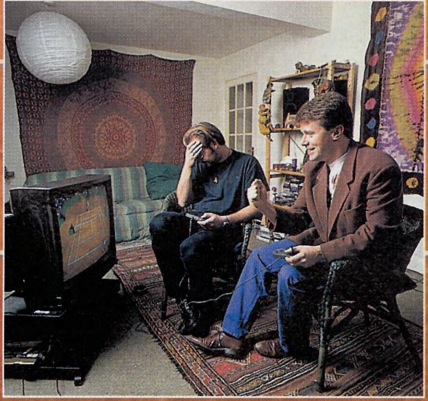
GAME 6

Dominik serves. He starts

S DIAMOND



Before: the venue, Dominik's luxury flat in a particularly trendy part of London



During: Dominik hangs his head in shame after one of his few defeats

After: Dominik is victorious, but the two stars remain the best of friends (honest)

getting a bit cocky. Nicky spots his chance, does a wonderful lob and breaks Dominik's serve. "Shots like that are born, not made," according to the commentator. 0-15. Nicky's on a roll. But Dominik hits back with a beautiful volley. 30-15. Then he does a wonderful smash right through Nicky's legs. 40-15. It's another win for Dominik.

GAME 7

Nicki serves. He starts to struggle. Dominik's on top form. Breaks serve. 0-15, 0-30, 0-40. Three break points. Another easy win for Dominik. It's looking like a walkover. But hang on.

GAME 8

Dominik serves. It starts to go badly wrong. This time Nicky breaks serve. 0-15, 0-30. Dominik claws one back. 15-30. Then he serves a double fault. 15-40. Two break points to Nicky. He can't fail to win. Yes, he's done it!

GAME 9

Nicky serves. It doesn't look good. He's down 0-30. A lovely volley by Dominik takes it to 0-40. Is it all over? Then there are three very fast shots at high speed across the net. The tension builds. Then suddenly Dominik slams it across the court. It's in. Nicky's left standing. Game to Dominik.

THE RESULT

Dominik wins the first set 6-3.At this stage, Nicky has to dash off to a meeting with the head of Radio One. The match, sadly, has to be cut short. But Nicky reckons a score of 6-3 is "pretty respectable against a computer genius". We agree. And Dominik did have one rather large advantage. He reviewed the single player version for the first issue of CDi Magazine. So he's had plenty of practice. Nicky had his first go the previous weekend. Not a bad performance, considering.

THE CONTENDERS

Nicky Campbell

Nicky was born in Edinburgh, went to Aberdeen University and got a degree in history.

His radio career began when he started writing jingles for Northsound Radio (Aberdeen) and Grampian TV. He was then asked to host his own shows.

In March 1986 he joined Capital Radio, then in late 1987 he was asked to join BBC Radio One's team of national DJs. He presented Radio One's latenight programmes Into the Night for five years.

Nicky also hosts ITV's Wheel of Fortune with an audience in Britain of 11.5 million viewers. He presents Central TV's debate programme Weekend Alive. He also has his own regular sports series on Radio Five. His favourite hobby is golf.

Dominik Diamond

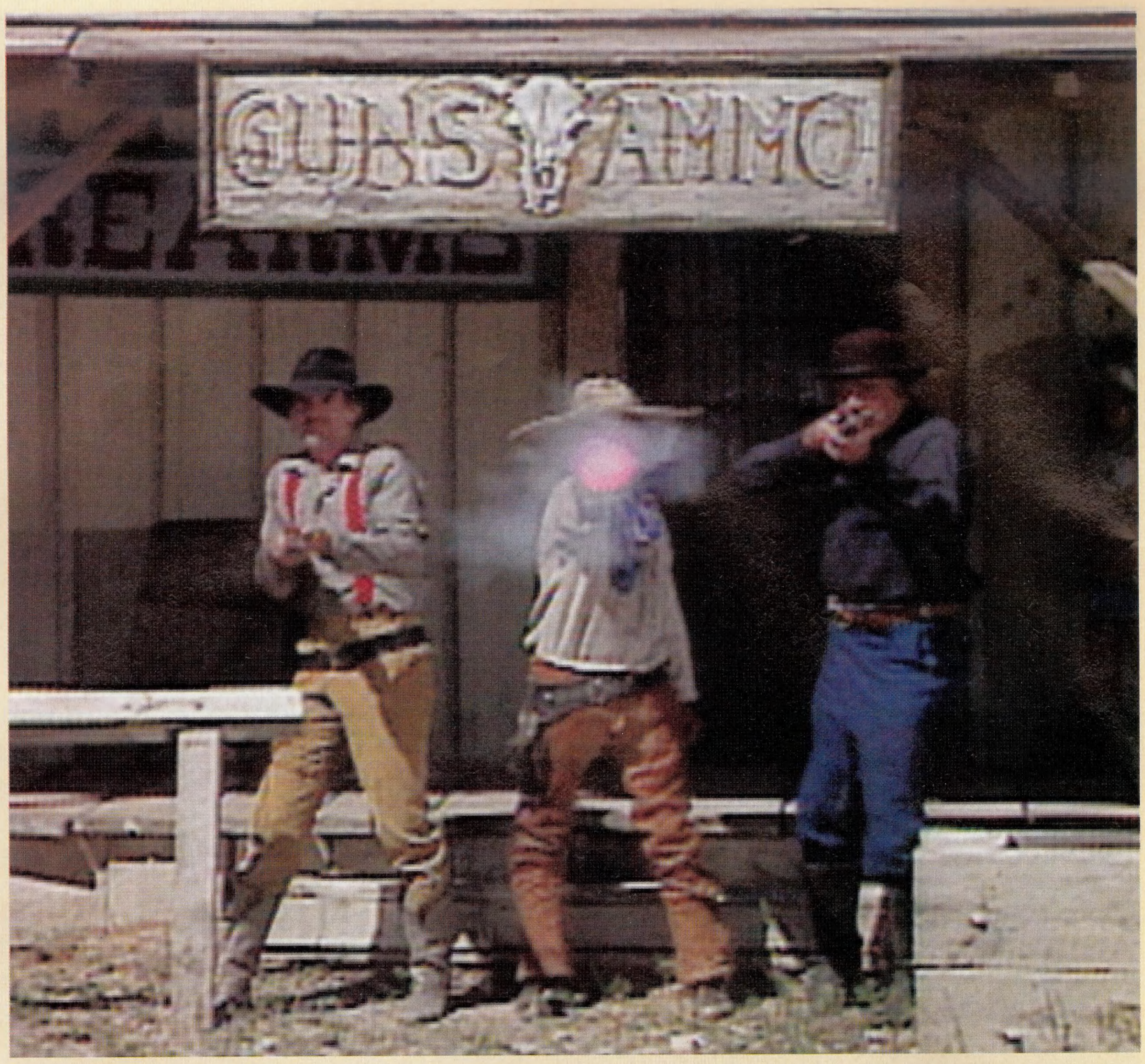
Studied film and TV at Bristol University. Collects comics.

Shot to fame as the presenter of GamesMaster, the hugely popular computer games show on Channel 4. Has a regular review slot on the Steve Wright in the Afternoon show on Radio One.

Since he left GamesMaster, he has presented Fantasy Football and Sports Call, two weekend shows on Radio Five. He is about to record a new teenage quiz game programme for Anglia TV called Swot ot Wot?

His latest video of computer game tips and cheat codes, called Powerplay, has just been released and he has written the latest GamesMaster annual. He loves football.

MAD DOG MCCREE



Ever had one of those days? One of those days when you innocently walk into a small Wild Western town, an old man comes up to you pleading for help and as soon as you agree he gets shot and dies in front of you? Don't you just hate it when that happens?

Well, now you can do something about it, namely blowing the miscreants away with gusto.

Mad Dog McCree is a coin-op quality shoot 'em up, set in a ramshackle Western town with human actors playing villainous cowboys and concerned citizens.

The plot is basic (sheriff locked in his own jail, mayor and daughter kidnapped by Mad Dog's gang) but the gist is that if anyone waves anything vaguely threatening at you, shoot them.

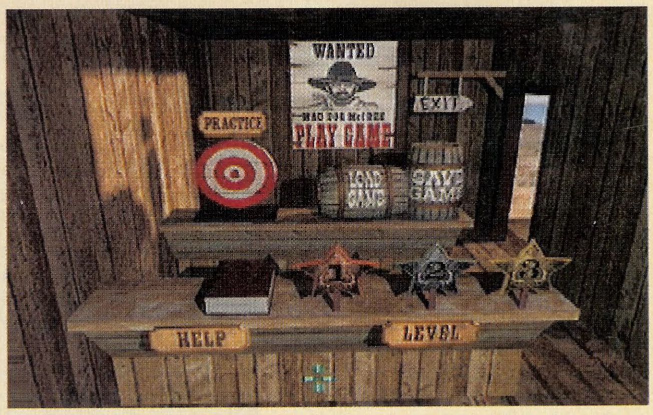
Philips is also hoping to release this game with a special gun for the CDi player, which should enable you to point the barrel at the screen and blow the varmit's away. Morally dodgy perhaps, but damn good fun!

If you've already seen the 3DO version of this game, just out in the US, then the CDi Digital Video one knocks the spots off it. The picture quality is superb, leaving the 3DO version trailing in CDi's wake.

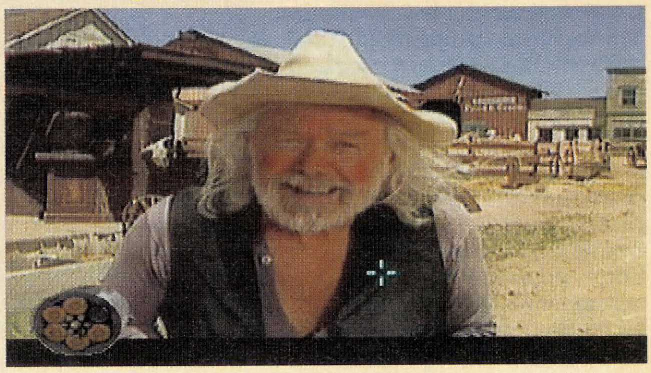
We'll bring you a fully-fledged review next year when the disc is complete.

Cost: TBA

Available: 1994



Top: if you're a really sharp shooter, then you will end up blowing these guys away. Above: the intro screen menu. Below: as soon as this guy asks for help, he'll end up dead as a dodo



SPACE ACE

If you were lucky enough to make it to the recent Future Entertainment Show at Olympia, then you will have seen an early demo of this title on the Philips stand there.

Judging by the amount of interest it was generating, it should be a winner when it is released next year.

Space Ace, based on the game and characters created by renowned Hollywood animation guru Don Bluth, revolves around the evil machinations of alien-fiend Borf and the trials and tribulations that Space Ace (fanfare please) goes through to defeat him.

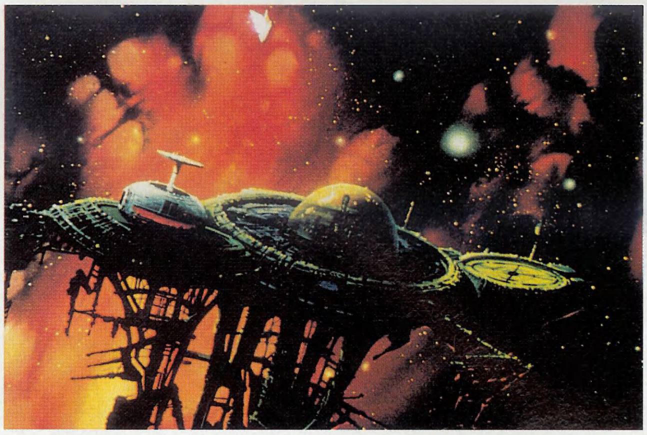
Borf's cunning plan, y'see, is to turn earth's inhabitants into babies, using the equally cunningly named Infanto Ray, thereby rendering the planet powerless to resist invasion (and presumably putting Pampers stocks through the roof).

No problemo for our slick superhero with the amazing hairstyle, you'd think. But on the way to Borf's space station, Space Ace is struck by the dreaded Infanto Ray and turned into his weak and feeble alto-ego Dexter (where have I heard that name before? ed).

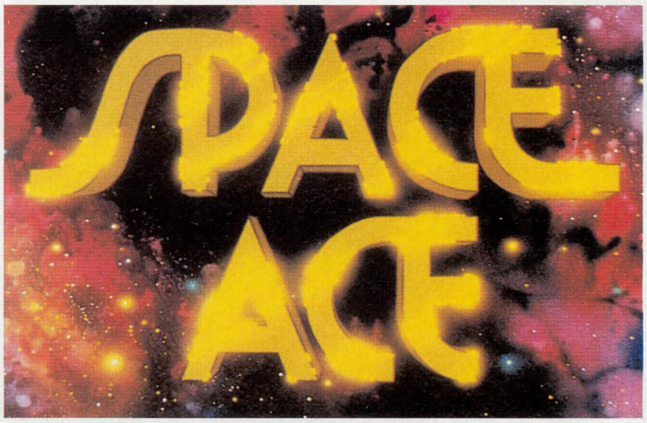
Eek! Then, to make matters worse, his girlfriend Kimberley is kidnapped by the alien wrongdoer. Double Eek! Wrest back your manhood, rescue the maiden, defeat the alien, save the earth or learn how to change nappies fast. It's all down to you! (Flash Gordon, eat your heart out).

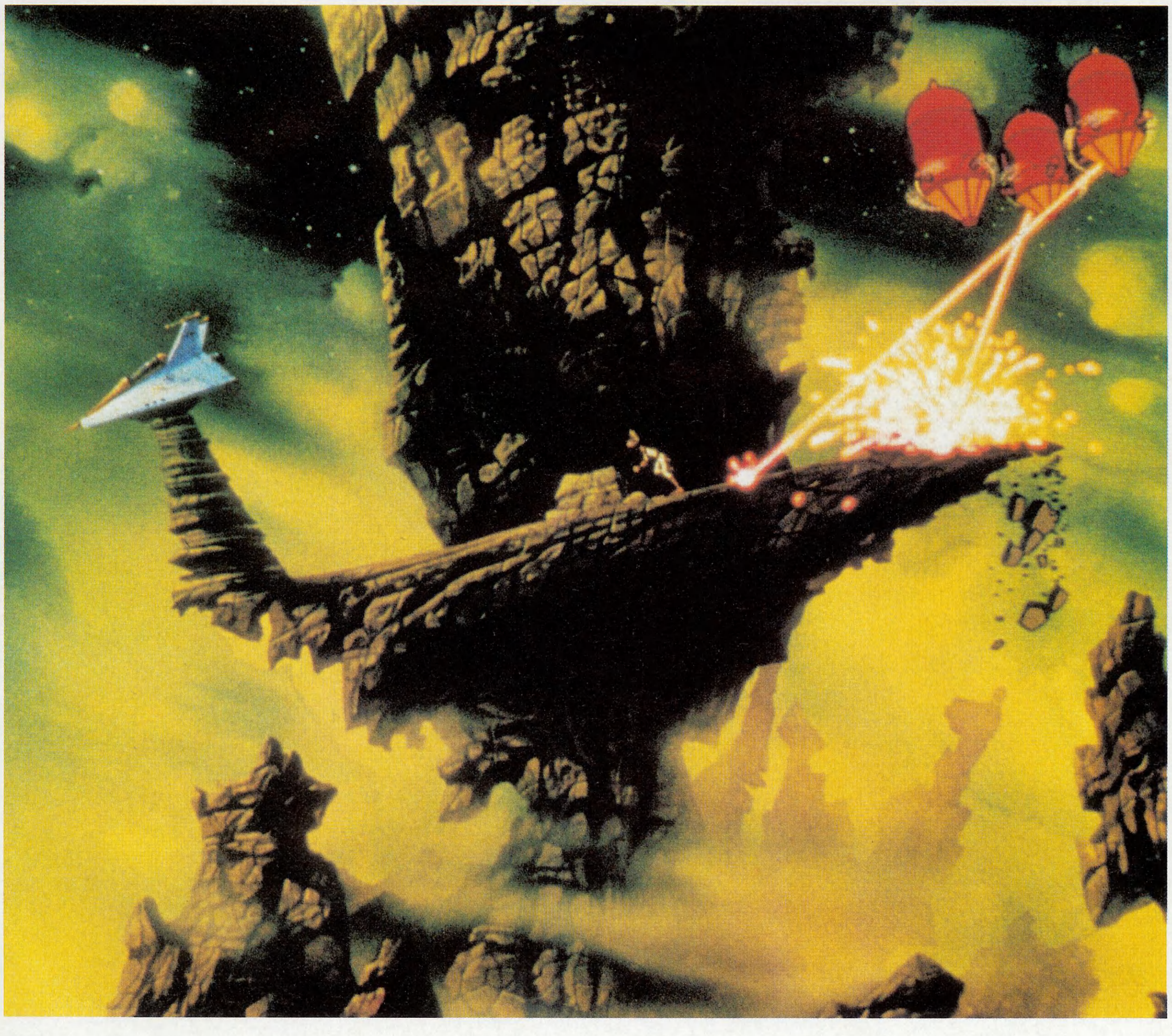
***Cost:* TBA**

***Available:* 1994**



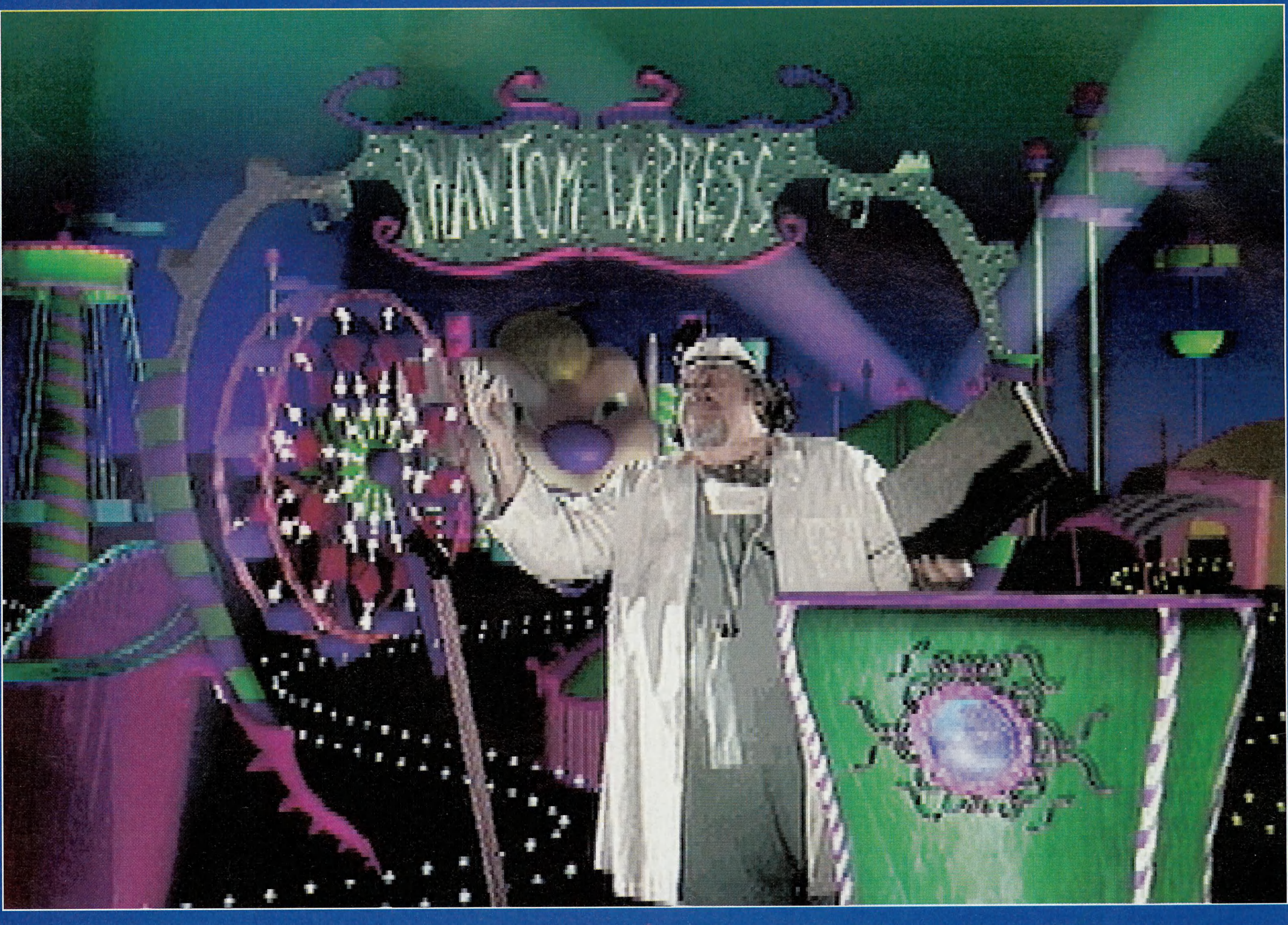
Above and below: Space Ace is based on the game and characters created by Hollywood animation guru Don Bluth. Bottom: avoid Borf's lasers and escape in your spaceship





PHANTOM EXPRESS

Mat Toor takes a ride on the Phantom Express, a new two-player game due out next spring. Here's his verdict


PHANTOM EXPRESS

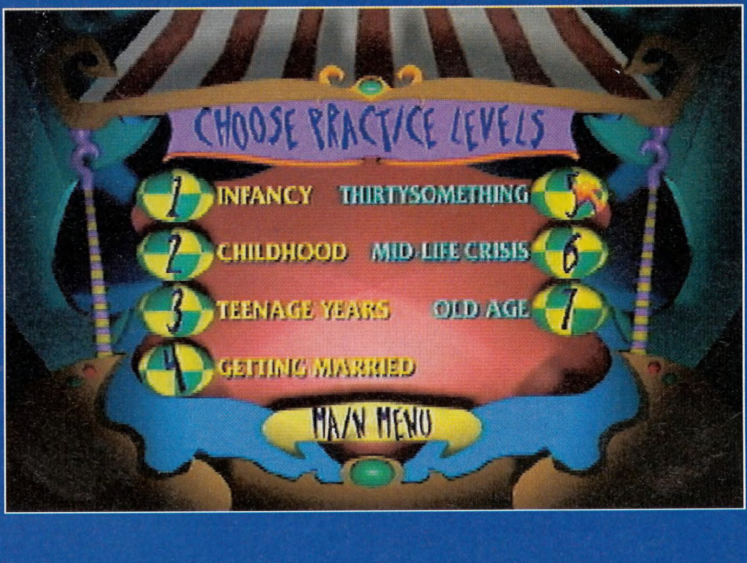
It had to happen, sooner or later. CDi may be a format that is only just getting off the ground, but already the publishers are producing sequels to 'hit' games.

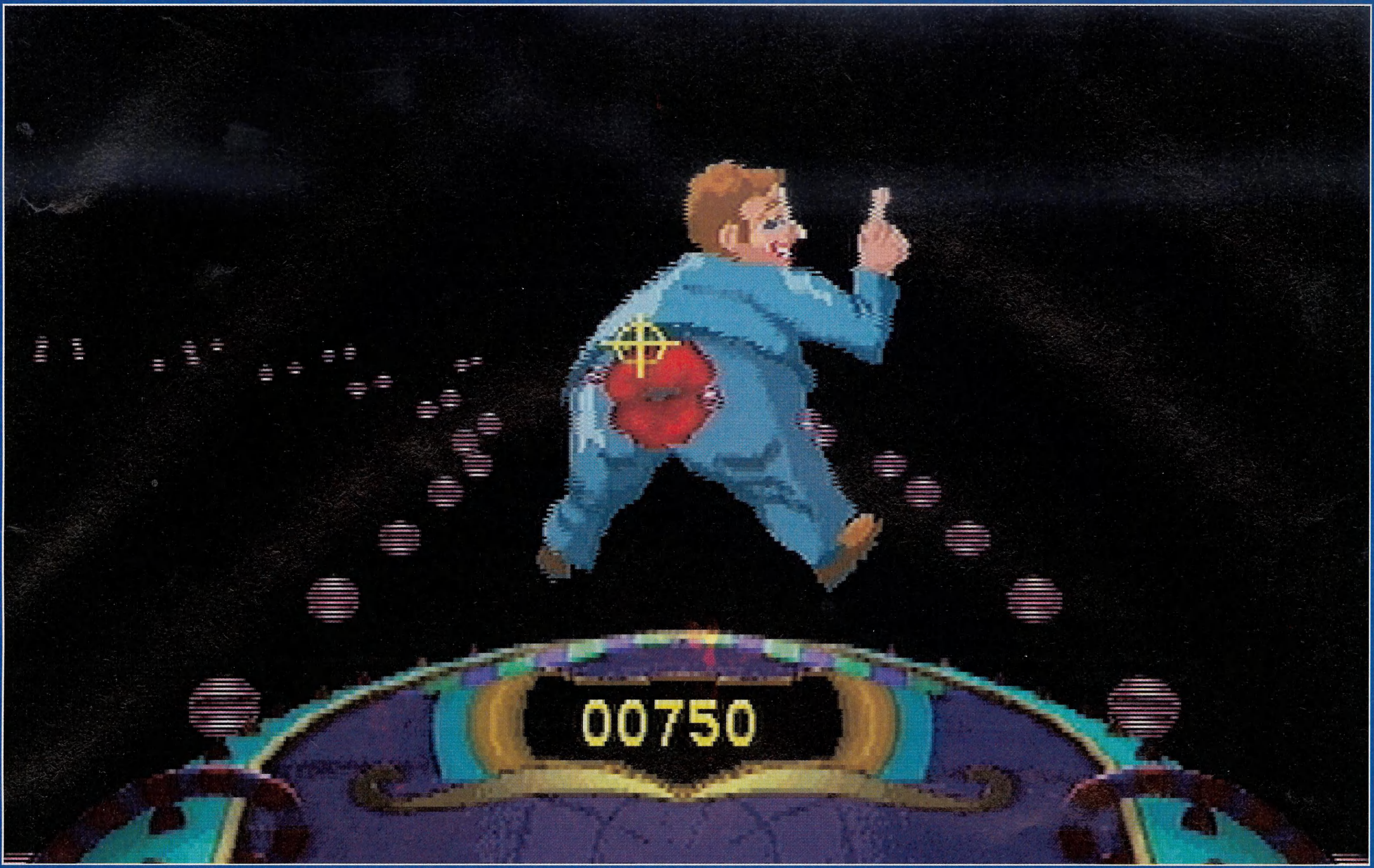
Phantom Express is the follow-up to Mystic Midway, the creepy carnival shooting game.

Like its predecessor, Phantom Express features superb footage of Dr Dearth, the 'Master of Cemetries' as a malicious showman with a snide line in provocative patter: "So you think you're pretty sharp, eh? Well just see what I've got lined up for you now!" Cue a Beetlejuice-style maniacal cackle.

But the big difference between Mystic Midway and Phantom Express is that the new title has gone 3D. The Phantom Express of the title is a haunted roller-coaster which takes you through the various stages of life, from babyhood to puberty, to marriage and old-age. The images are rendered in first-person perpective 3D, as if you were perched in the front carriage of the ride.

The shooting element takes place within four tunnels in each stage, where icons of that particular season of life zoom in and out of the darkness. So if you're trundling through infancy, the


CHOOSE PRACTICE LEVELS
1 INFANCY
2 CHILDHOOD
3 TEENAGE YEARS
4 GETTING MARRIED
THIRTYSOMETHING 5
MID-LIFE CRISIS 6
OLD AGE 7
MAIN MENU



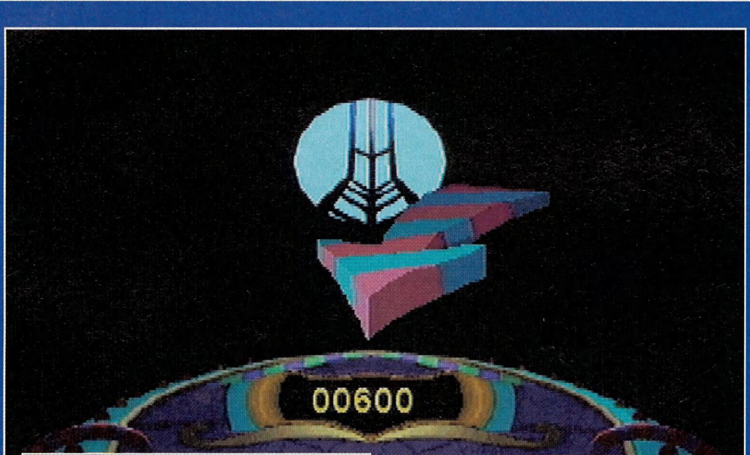
screen is filled with spoons bearing hideous baby food, flying potties and coiled Jack in the Boxes all ready to spring.

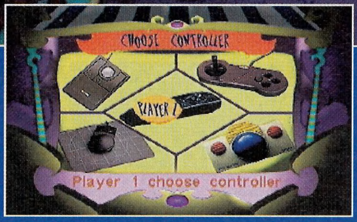
In the Thirtysomething stage, targets include the trappings of Yuppie hell such as mobile phones, sports cars and your boss's backside (which is in the process of being kissed by yours truly).

The effect of these fast-moving, 'in yer face' images is suitably nightmarish, especially as the soundtrack is made up of snatches of dialogue, distorted effects and sinister music which evoke that particular stage in life. So be warned, this is certainly not a game to play after a heavy session down the Duke of Devonshire.

So much for the seasoning and garnish, now onto the main course - the gameplay. First of all the good points: in Phantom you control a crosshair that can cover the entire screen, unlike in Mystic Midway where the gun only moved left or right.

There is a comprehensive option screen including - thank the Lord - the scope for two-player simultaneous play. Another welcome feature is the ability to tailor the crosshair's responsiveness to suit the type of controller, be it the remote, joypad, tracker ball or mouse.





Top: keep anything that moves in your sights, and shoot like crazy. Above: the view as you come out of one of the tunnels and head for the roller coaster. Left: tell the machine which controller you use

OUT: Spring '94	RATINGS	PRICE: TBA
GRAPHICS	70%	
SOUND	80%	
INTERACTIVITY	60%	
OVERALL	70%	

Certainly when you first start playing, the chance to blast into oblivion all those things you used to hate about childhood, teens, marriage etc is ferociously enjoyable - for about 20 minutes.

Then you start to realise that, as you shoot your way through life, the targets may look different but the gameplay hasn't changed one iota. It is just shoot, shoot and shoot again. Strategic thinking? No thanks.

This seems a significant step back from Mystic Midway, where the limited reserves of ammo at least made you think before you poured 22 bullets into a retreating cluster of pixels. And like Mystic Midway, there is nothing in the way of secret levels, extra lives or continues. If you fail to make the next level, and you've used five lives, gird yourself for Dr Dearth's cackle and the Game Over motif.

But if you are into brainless blasting, and you can rustle up at least one mate to take advantage of the fab two-player option - this could be right up your street. It's a simple enough game which offers a certain amount of satisfaction and it's more fun playing with two..

Just don't expect it to pose a lasting challenge: on my first go I thumb-busted my way to late middle age!

PHILIPS INVENTS

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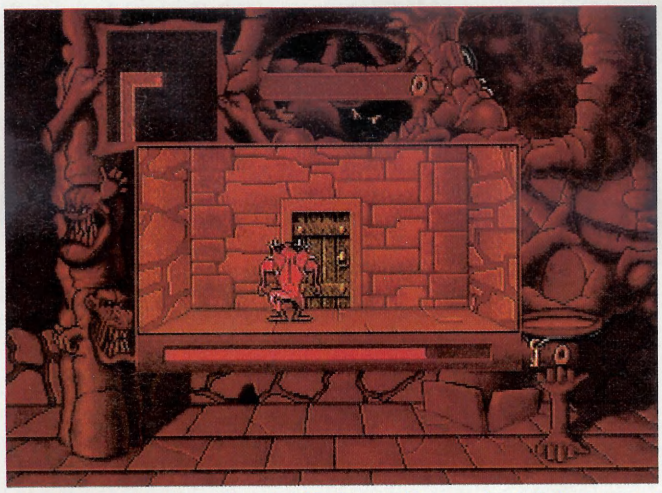
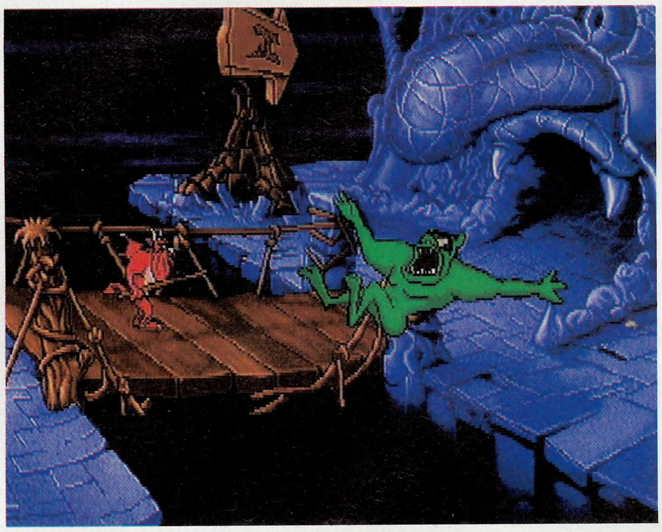


Above: once banished to the Underworld, your task is to try and help poor old Mutt get back into Heaven. Below: at the beginning of the game, Mutt has to fight his way past the evil green guardian of the Underworld. Bottom: Mutt and his merry band



The PC version of Litil Divil, due out this month, will be followed in 1994 by a Digital Video CDi version developed by Gremlin Graphics.

Work on the CDi disc is still at the early development stage, but CDi Magazine has been given a sneak preview of what's in store.

The central character is poor old Mutt. One minute he is top of the heap in Heaven, the next he's been kicked out by big brother Bob for disgraceful behaviour in the Fountain of Youth.

Down, down he bounces into the deepest, darkest regions of the Underworld. Bob kicks Mitt's harp, wings, halo and lily white gown out with him and they drift down to lodge in various parts of the sulphurous gloom.

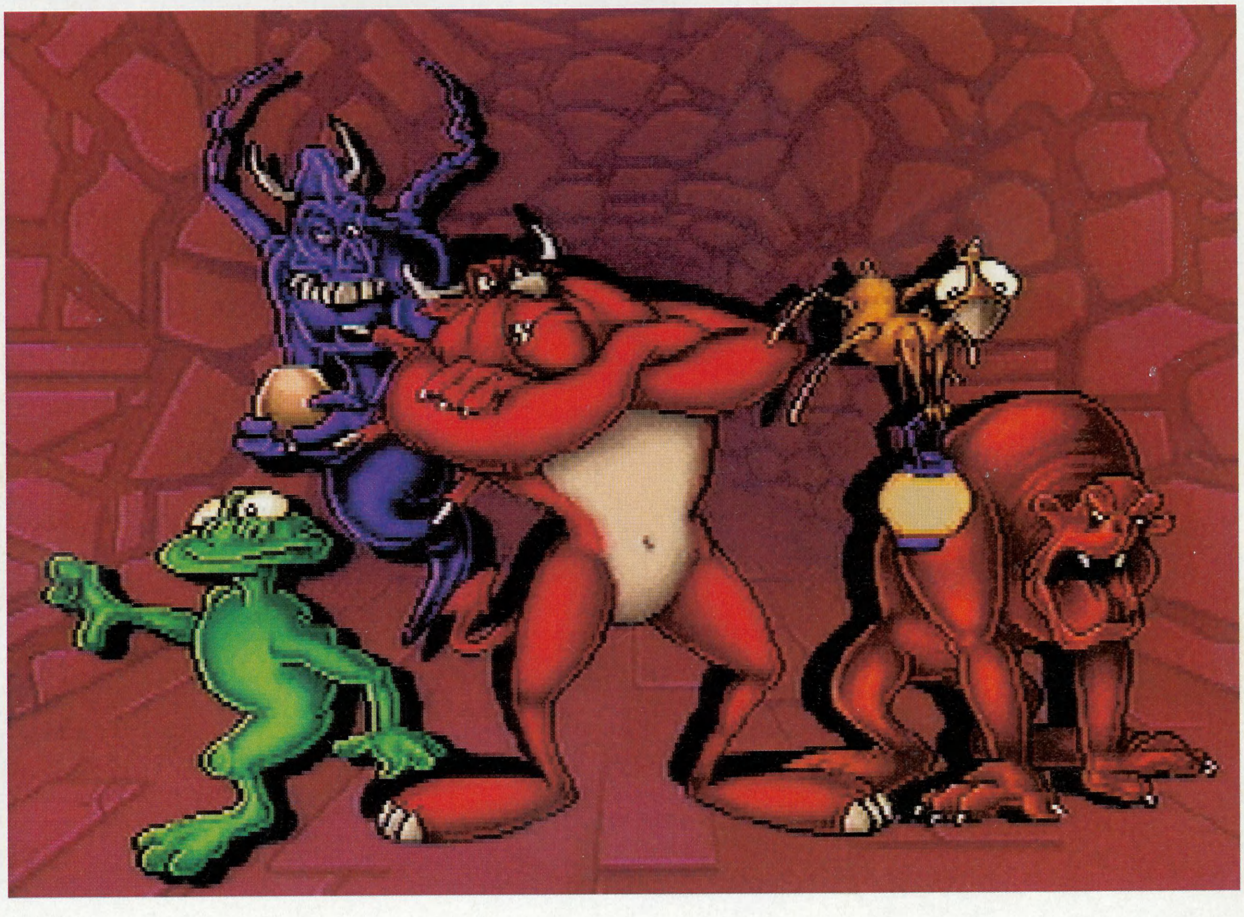
Without his bits and pieces, Mutt's chances of getting back into Heaven and pleading with Bob to take him back are slim, if not non-existent.

Once in the Underworld, there are five hellish levels to get through. You'll also encounter some of the nastiest characters imaginable. The game makes full use of the DV cartridge's one and a half megabytes of extra memory.

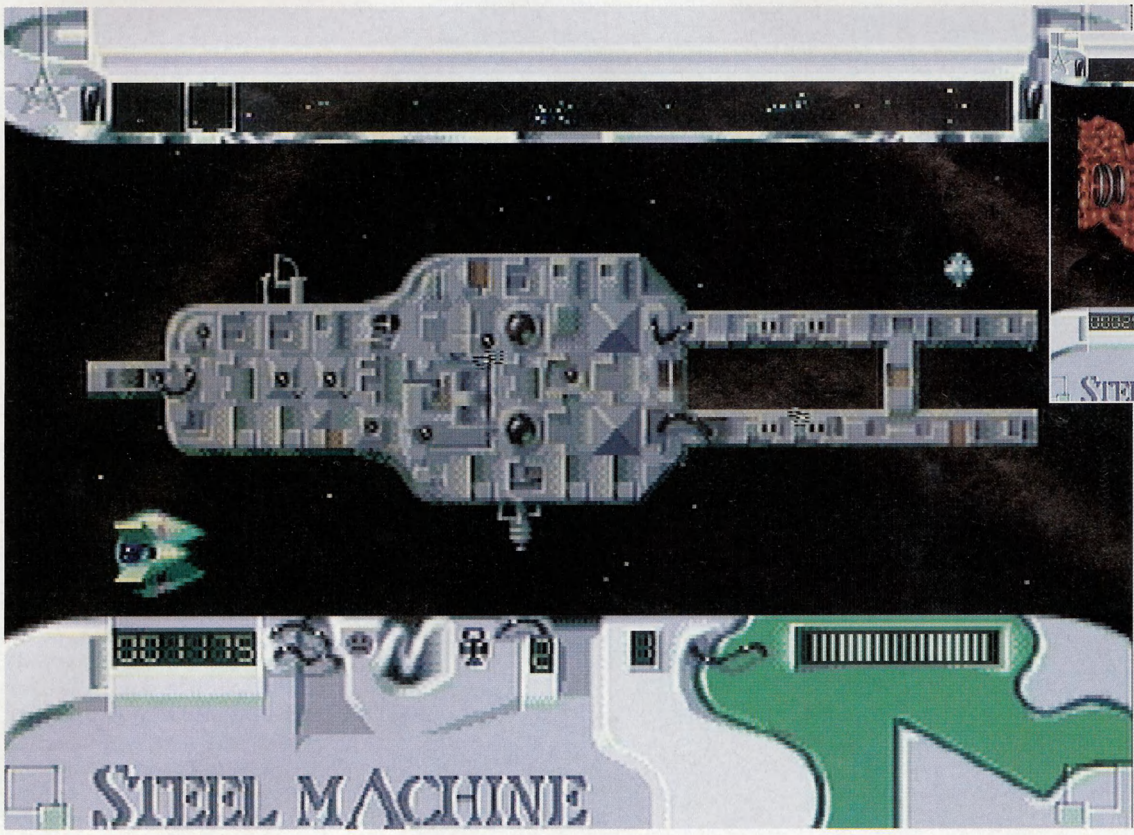
The early demo disc had no audio on it, but all five levels were included. Scrolling through the Underworld, you can move Mutt backwards, forwards, left or right as he tries to find his way around. A map in the top left-hand corner of the screen keeps you informed of where you are. But beware of the many traps that lie in Mutt's path - you never know who or what may be around the next corner. You must pick up different items along the way to help Mutt defeat the baddies.

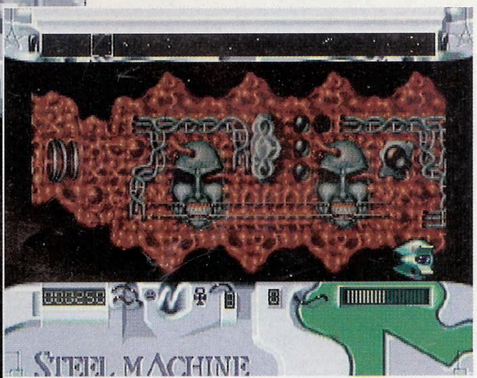
Litil Divil has the potential to be one of the best new-generation games titles on CDi. But we will have to wait for a full review of the finished item next year before bringing you our final verdict.

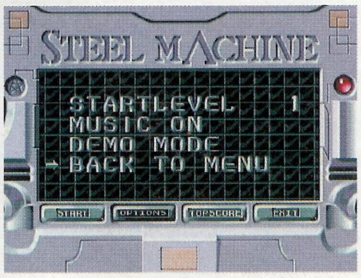
Cost: TBA
Available: 1994



STEEL MACHINE







STARTLEVEL 1
MUSIC ON
DEMO MODE
→BACK TO MENU

Left: your spaceship travels left and right across a horizontal play-field. Above: the main screen menu with option choices

Steel Machine is the latest shoot'em up from Philips (latest? It's only the second after Alien Gate! ed) and as such we had every right to expect a genuine second generation title.

When you first boot the disc up the prospects look — or rather sound — excellent. This is because some seriously kicking audio comes out of the TV (if you can imagine the Red Hot Chilli Peppers crossed with Nirvana and recorded in a cavernous warehouse off the A6, you'll catch my drift).

This all helps to put you in a splendidly destructive, trigger-happy mood and as the pulse starts racing and the testosterone flows, you can't wait to hit the start button.

And what do you get? Well, on the surface it looks a bit like that early 1980s arcade game Defender. It's a horizontal playfield, your spaceship can travel left and right, and at the top of the screen is a radar showing your location relative to the bad guys (or girls, who can tell?).

Now this would be fine if the programmers went the whole hog and produced a clone of Defender. Despite its age, it is still a great blast.

But alas, what we get is a simplistic 'keep moving left to right and shoot everything that moves' scenario until you reach the end of the level.

"Ah, but that's when you face the stunningly animated and compulsively difficult end-of-level boss who makes up for all the simplistic preceeding gameplay!" I hear you cry. Er, no. That's when you get to level two — which is distressingly similar to level one except for a slight change of backdrop and a different layout of obstacles.

And as there are only six rather short levels — all of which can be accessed without passwords from the opening screen — lastability is probably not this particular title's middle name.

Other gripes? Well, the playfield only uses up one third of the TV screen which means there is not that much to look at and little space to manoeuvre. And on the subject of manoeuvrability, don't expect your space ship to turn on a dime — shifting direction with the joystick causes the Steel Machine to begin a sweeping, swooping turn during which it can easily collide with an alien or obstacle. That is so frustrating because once you've begun a turn, there is nothing you can do to stop it.

Although this does raise the difficulty ante (and stretches out those short levels) this regular detachment from the gameplay can stretch the patience of even the most hardened blasters.

Now all this carping might suggest that I didn't like one teeny weeny little rivet of steel machine. Wrong.

In fact, despite its faults, I ended up quite attached to the little blighter — like some people prefer to drive a rusty old VW Beetle rather than a gleaming BMW 5-series (they do? ed).

The graphics are nothing special but the scrolling is smooth and the gameplay fast and furious. The CDi's 16MHz processor means virtually no slowdown at all.

And then there is that music pumping away in the background, banging out a rhythm of death as you blast the alien scum into their component atoms.

At a price of £19.99 and with the wired-in Touchpad controller (it is imposible to play without one), Steel Machine is just the ticket for some mindless, button pushing mayhem.

The ideal Christmas gift to keep every CDi owner happy during the festivities.

Mat Toor

OUT: December | **RATINGS** | **PRICE: £19.99**

GRAPHICS	65%
SOUND	90%
INTERACTIVITY	70%
OVERALL	75%

INCA

The Player's Guide

We've had a flood of letters and phone calls from readers who have got stuck while playing Inca. So if you've been tearing your hair out trying to work out what to do next, here are some handy hints and cheat codes from the game's developer, Coktel Vision. If you have just bought the game and don't want to spoil it, don't read on.

CHEAT CODES

These allow you to access the next level without having to play the game and solve the puzzles in the previous level. Press on 'resume' to obtain the keypad to enter the codes. Then click on the relevant numbers for the level required.

1	***164686***
2	***617487***
3	***571114***
4	***664232***
5	***353798***
6	***471889***
7	***117833***
8	***246711***
9	***817764***
10	***364666***
11	***646359***

If you prefer to play the game, but need some help, here is a blow by blow guide to the tricky parts in each level.

ENTRY TO INCA CITY

Click on the hole in the ground to make a drawing on the floor which corresponds to the pattern on the sun. When the two patterns coincide, take the sun and drop it into the hole.

Open the vessel's command box and click on the right-hand command module. This switches on the reactor. Clicking on the right-hand command module again switches off the reactor. Clicking on the left-hand command module opens the grid.

Take the coloured stones in the reactor and put them in the melting pots in the following order: red, green and blue.

Take the Tumi blade on the door and put it in the inventory (click right).

Click on the door which now opens.

When you reach the bamboo across the passage, take the Tumi from the inventory and then click on the left knot, the right knot and the middle of the bamboo. Return the Tumi to the inventory, take the piece of gold and then take the half pieces of bamboo.

THE WALL WITH THE GOLDEN STAR

Click on the central stone, put the half bamboo pieces in the two stones which protrude, click on the golden star, use the Tumi on the basin or ear of golden corn and then take the corn.

The mummy will give you a message which will be useful for the next mystery. Take the coin from the inventory and put it in the impression in the wall (above the mummy).

THE ROOM WITH FOUR COLUMNS

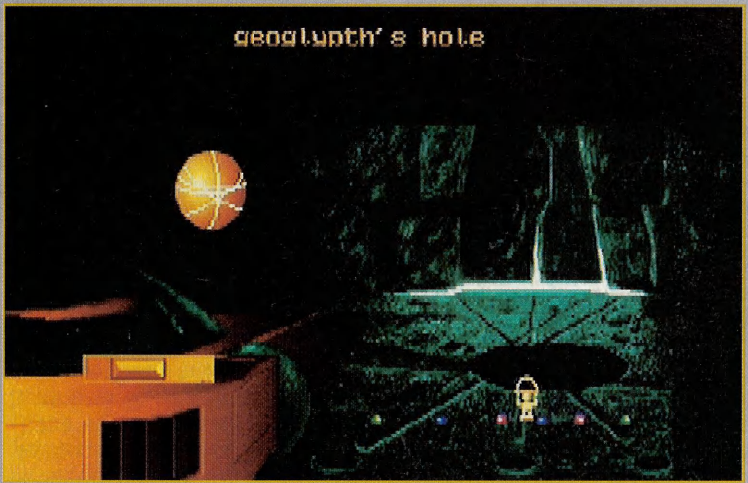
Click on the golden plaque and take the golden star.

Close the plaque by clicking on the outline of the star.

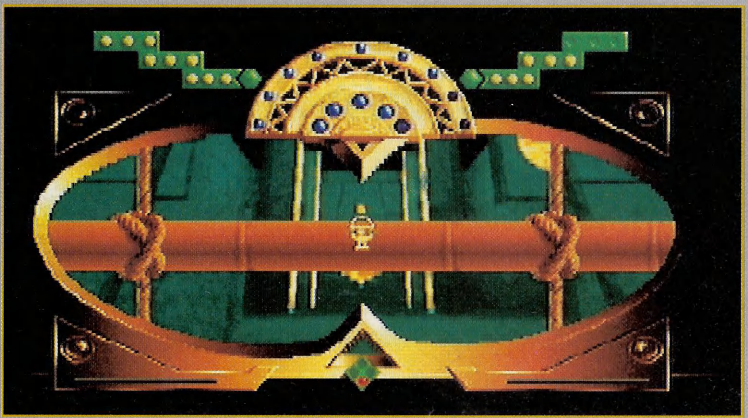
Turn the second column to the left twice, and use the golden star on the column which then opens.

Take Quipu (the knotted rope) and place it in the inventory.

Click on the hook: a stone star appears.



***Above:** When the pattern on the sun coincides with that on the ground, drop the sun in the hole. **Below:** With the Tumi, click on the left knot, the right knot and the middle of the bamboo. Put the Tumi in the inventory*



Take the stone star and place it in the inventory.

Again, open the golden wall plaque and put the stone star in the star-shaped outline.

Put the ear of corn in the hole of the wall.

Click the arrows according to the mummy's previous instructions in accordance with the number of knots on the Quipu:

- My first is of the morning (east) = 3 (east=right)
- My second is of the zenith (north) = 1 (up)
- My third is the evening (west) = 5 (left)
- My last is of the night (south) = 2 (down)

Open the cupboards with the two keys. Take the axe and canvas bag.

Go back to the first room in front of the standing barrel (there's a trap below but the barrel is too heavy).

Put the canvas bag next to the barrel. Use the axe on the barrel and put the cover in the inventory.

Use the cup on the barrel and then on the bag (three times). Take a full bag.

Go into the second room in front of the cupboard on the right and open it.

Put the full canvas bag on the lower plank. The cannonball rolls; take the brush.

Go back to the first room, and use the brush on the standing barrel; it rolls. Click on the trap, which opens.

THE DOOR OF THE ORATORY IN THE CARAVEL

Click on the rings three times. Take the crucifix and candelabra. Put gold and stone in the empty hands.

IN THE CLOUDS

Use the crucifix on the font.

Take the sensor and put it on the stele. Put the candelabra on the stele.

Take a taper and light the sensor. Use the cup in the font and give it to St Peter.

Take his key and use it on the door in front of you.

IN THE ORATORY

Click on the cross in the following order: top, bottom, left and right.

VILLA MAYA

The lava flow: put the five Tumi blades in the inventory.

Make the wall stones slide into the empty spaces by clicking on a stone while holding down the 'ear' of the mouse and move the mouse left and right.

Use the golden disc on the stele. Put the golden disc in the inventory. Put the five Tumi blades on the stele.

Place the crystal on the Tumi blades. Play the notes suggested by the crystal.

For each correct combination a rock slide occurs. Click on the opening once it appears.

INTIHUATANA

Resolve the game of solitaire in order to leave a moon in the lower hole.

Turn the remaining moon by clicking on the earth and thus putting it in the position of an eclipse (upper hole).

Put the golden disc in the sun zone. Take the power. Take the golden disc.

ROOM OF THE FOUR SEASONS

Use 'power over time' on the supreme star in order to make it spring (green).

Use 'power over matter' to create a mud zone. Plant the scrap of bamboo in the mud.

Use the 'energy power' on the supreme star. Use the 'time power' on the supreme star to make it winter (blue).

Take the bamboo and put it in the water. Put the golden disc on the bamboo.

Make it spring (green) by using 'time power'. Use 'energy power' on the supreme star.

Make it summer (yellow) by using 'time power'.

THE DOOR OF THE MAYA TOWN:

Click on the three suns on the left-hand side of the screen.

Place the three sacred eggs in the inventory.

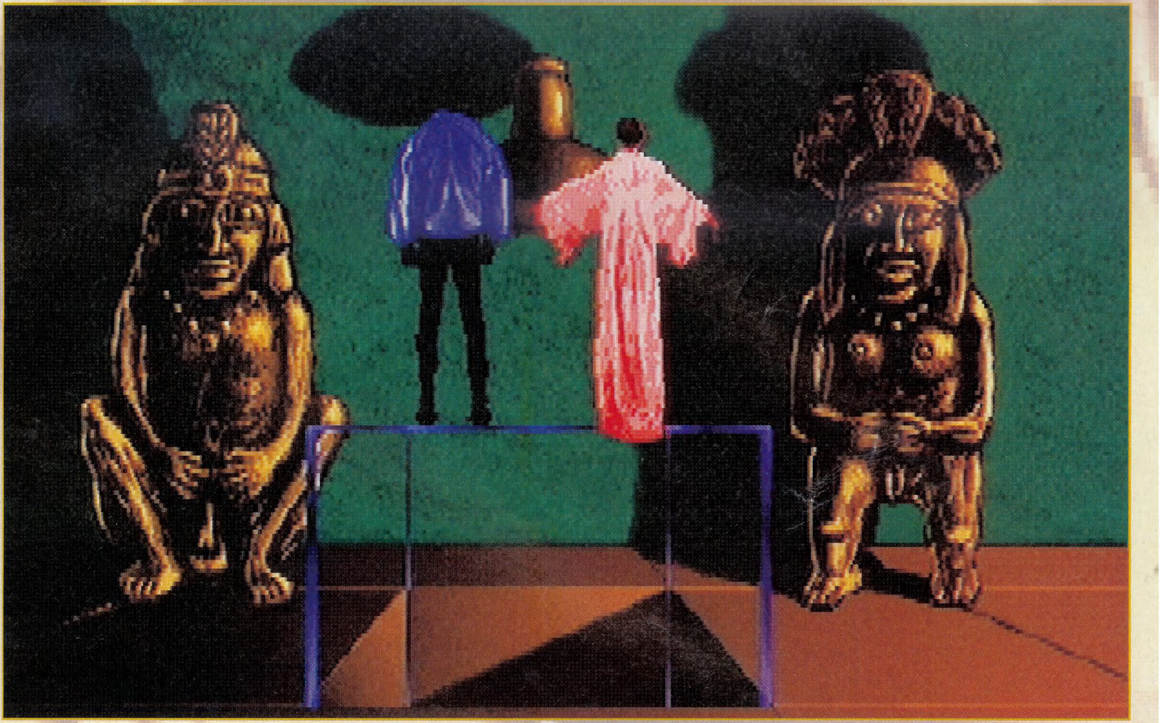
Click on the blocks:

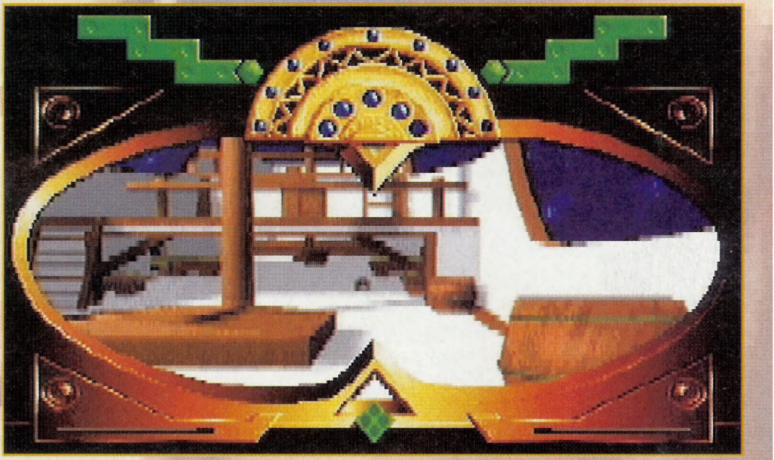
1 and 6, then place the green egg on the flashing eye.

3 and 4, then place the red egg on the flashing eye.

2 and 5, then place the blue egg on the flashing eye.

Take the golden disc and use it on the three suns.

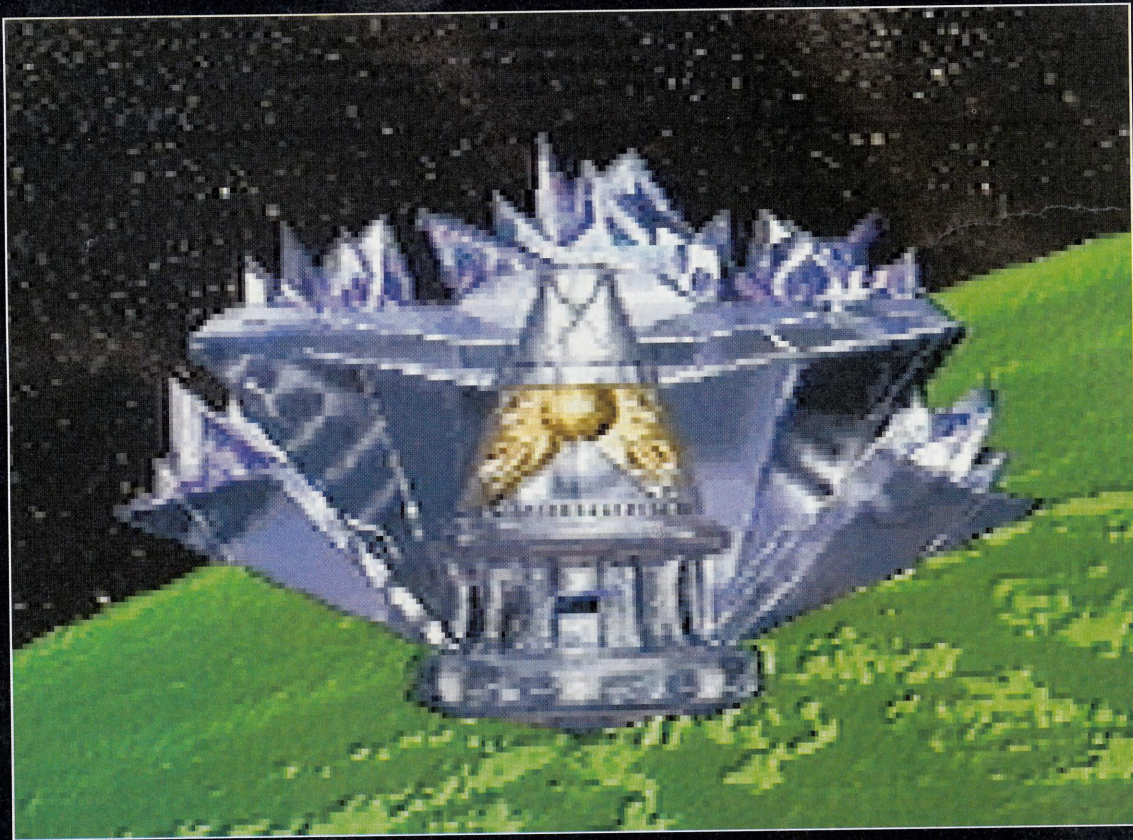




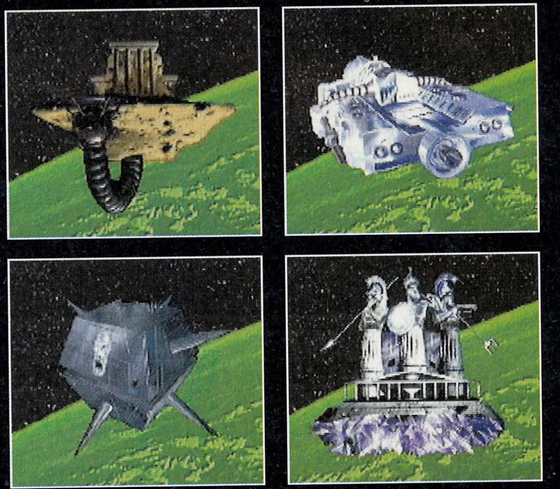
Above: in this sequence, you have to create a man and a woman by matching a red (female) ball with a blue (male) ball. Pressing on each of the statues will produce balls of differing colours. Right: on the galleon, walk towards the steps in the left-hand corner, but beware enemy fire. Below: in all the mazes, you will come under attack at regular intervals; be prepared to fire back pretty sharpish

KETHER

The Player's Guide



Above: the temple of Geborah, which contains the Sound Test puzzle. If you can't solve this one on your own, you need to see a shrink, so you'll have to do it alone



Clockwise, from top left: the temples of Hochmatt, Malkhout, Netzach and Hod. Right, from top to bottom: the flying sequences in Hochmatt, Malkhout, Hod, Netzach and Geborah, where you must avoid debris and enemy craft at all costs

Kether, it seems, is probably the hardest, most frustrating CDi game ever produced. That is also what makes it one of the best. But don't worry — you're not alone.

"It is so difficult, you keep getting killed — even I haven't been able to finish it yet," says Filip van Meer, and he's the guy operating CDi's European helpdesk!

Those of you looking for secret codes, bonus levels and assorted cheats will be disappointed. As far as we know there are no short cuts or extra lives in Kether — what you see is what you get.

For those unfamiliar with the game, Kether is a mongrel of a CDi title — it's a flying game, collect'em up, exploration, puzzle solving extravaganza with the best graphics in the business.

The aim of the game at its most basic is to get into the temple of Malkhout and free the Princess of Wisdom, Eta Carene, from the evil clutches of Khork, Master of Darkness.

To enter Malkhout you need a combination code that can only be accessed by visiting the four other temples. This code is randomly generated at the beginning of each new game and so any code you discover will be worthless when the game ends (and no, the programmers have not installed a secret code of their own, the bastards!).

Getting the code from each temple involves three essential stages: flying your space ship through debris and enemy craft, solving the puzzle that blocks the door of the temple, and exploring the labyrinth within the temple itself.

There is also a sort of bonus stage — The Black Hole of Oblivion — which you pass through if you get killed during the flying stage. But more on that later.

THE BASICS

It's useful to know what information is inside your helmet. The funny white buds in the bottom left-hand corner are the number of lives you have remaining. That segmented green and red thingamybob in the bottom right-hand corner is your energy bar.

You lose energy if:

— in the flying scenes you hit an obstacle, are shot by a satellite or run into an explosion.

— in the puzzle sequence you fail to solve the brain teaser within one minute (you lose a life).

— in the labyrinths you are attacked by one of Khork's cronies.

You regain energy by:

— either flying into one of the green orbs that litter the skyscape in the flying stage or visiting one of the halls in the labyrinth where the Beings of Light hang out (i.e. not the Hall of the Pulsar).

THE BLACK HOLE OF OBLIVION

This is where you end up if you die during the flying sequence. If you made it through to the second half of the flying stage you should have seen Enoy (he looks like one of those Easter Island statues) babbling on about the "star that can save you". Or something like that.

That isn't just mumbo jumbo — the star is the colour of the star on his revolving forehead. If you manage to fly down that same star in the black hole sequence, you will return to the flying stage where you just got killed, otherwise you're back to the choosing a temple bit.

THE TEMPLE OF HOCHMATT

This is the easiest of the temples, but that is not to say we can't offer some useful advice. In the flying stage, your best bet is to stay in the right, bottom half of the screen until the sequence takes that sharp right-hand turn, then move across to the middle-bottom half of the screen.

After the revolving head of Enoy sequence, keep in the middle of the screen or thereabouts for the final flying stage.

That should bring you to the puzzle sequence. This is a basic memory game where you match pairs of images in a race against the clock. No hard and fast rules apply here.

Personally, I find that by starting at the two middle tiles at the bottom line and then working outwards is the best way. But my mates at Philips reckon that starting at the top left corner and moving across to the right pays dividends. But remember to move more quickly!

Inside the labyrinth, things again are relatively straightforward. Visit the four main chambers to collect the runes (you pick them up automatically) then enter the Hall of Pulsar to unlock the Princess's message and — more importantly — the first part of the combination. In my case (see above) it is two stars.

Some advice on killing the Khorks: Do not get yourself caught in a junction where you are vulnerable on two flanks. Always top your energy up by visiting halls as often as possible (even if you've got the rune already).

THE TEMPLE OF GEBOURAH

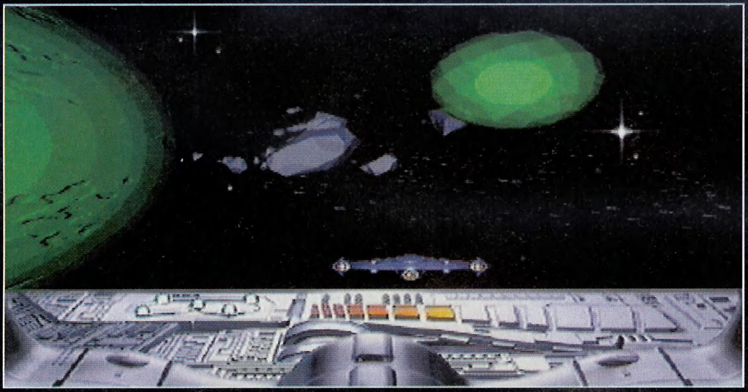
In the first part of the flying stage, stay low in the bottom half of the screen, occasionally sneaking up to the middle. In the second part, keep down again until the end where you should climb up to the top left corner.

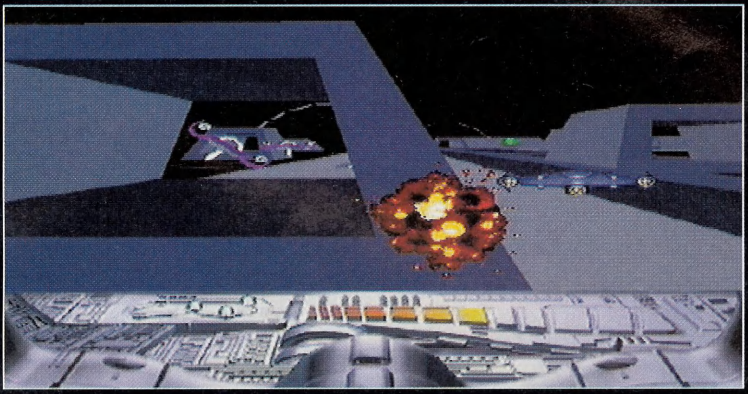
The Sound Test puzzle to gain entry to the temple is so easy that anyone wanting any advice should seek a shrink. Fast.

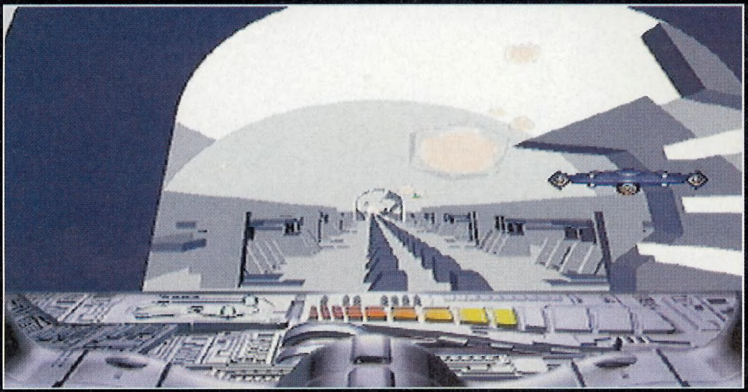
Again in the labyrinth, it's the same story as before. take out the Khorks, collect the runes and pick up the message and code. Eight stars, wham, bam, thank you ma'am.

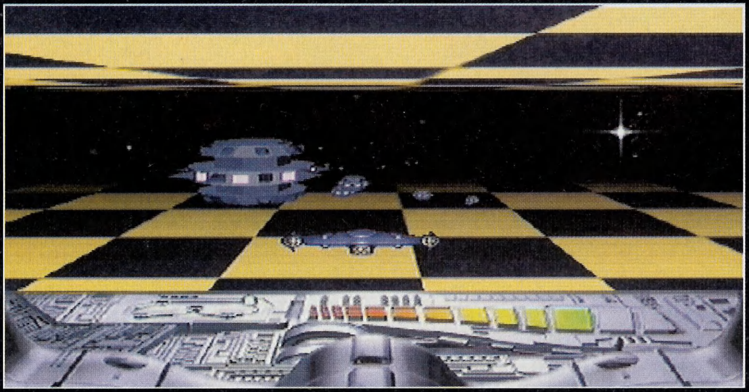
THE TEMPLE OF NETZACH

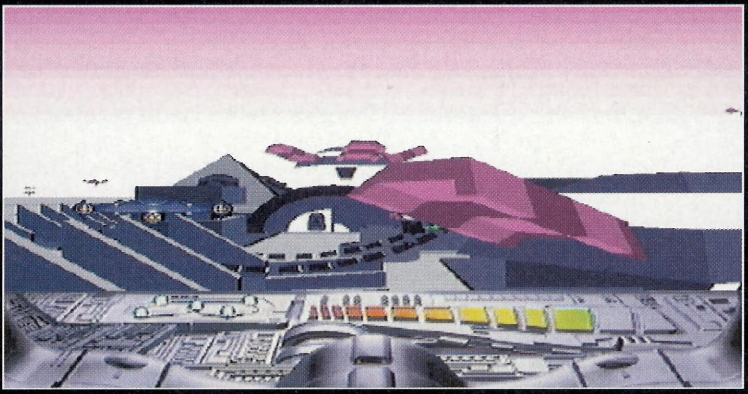
The flying stage here is possibly the toughest of the lot, thanks to those pesky, cotton-pickin', laser-shootin' satellites.











Broadly speaking, in the first half fly at the bottom of the screen. In the second bit, hover around the middle.

Remember to keep zigging and zagging when you approach the satellites, try to fly where they've just shot a laser or, alternatively, buzz them by flying directly below the blighters. They don't seem to be very good at shooting on the vertical axis.

The puzzle here is a space age version of mastermind. The best way to do it is to start off by moving all four runes into the boxes and hitting the gold button straight away.

If you get a green sign, simply move the selection of four notches and fill in the remaining squares with a new batch.

If you get a red sign (right rune, wrong place) fill all the places with the same rune to find the right cubby hole — don't mess about placing it in new positions individually.

Labyrinth — more of the same. Five stars? That will do nicely.

THE TEMPLE OF HOD

The flying stage through 'The Passage of Lights' is one of the easiest — just remember that, although their boundaries are indistinct, the walls and floors are still there! In the first half, keep near the top of the screen, in part two the bottom is the cool place to be.

The puzzle stage is simply a matter of putting your nose up to the TV screen and identifying which of the different Khork mugshots on the conveyor belt matches the images in the square. The things to watch out for are the colour of the eyes and the shape of the bonce.

Labyrinth — four stars.

THE TEMPLE OF MALKHOUT

It's a big, bad mother of a flying stage this one, as the enemy space craft shoot at you and — sob — you have nothing to blast them with in return.

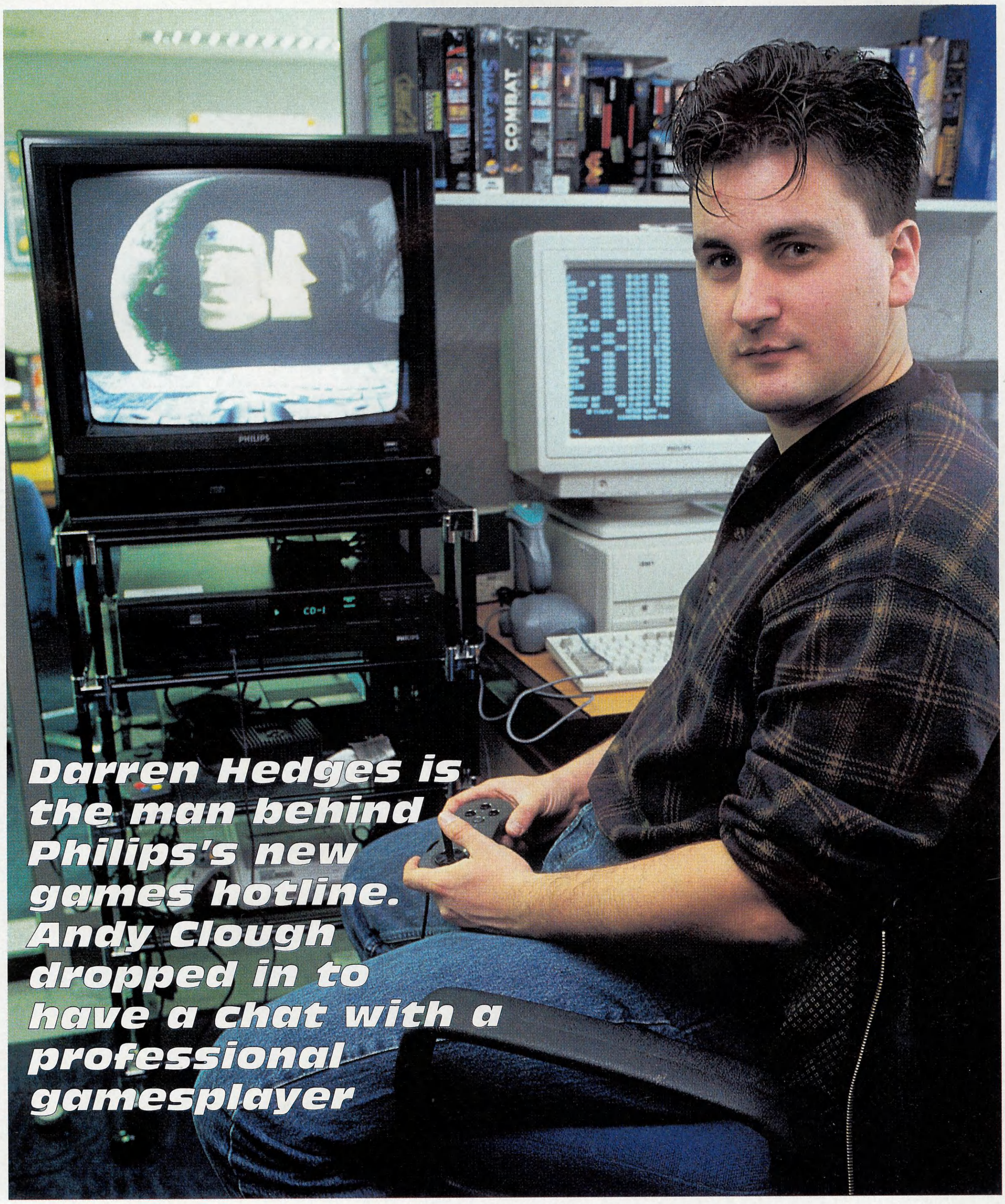
Remember that the explosions last one to two seconds and are still dangerous until they fade — so don't fly into them.

The best place to be for both bits of the stage is in the top half and middle of the screen.

The puzzle element is simply a matter of giving the airlock the right combination in the correct order — the sequence in which you collected the stars. What was it now? Two stars, eight stars, five stars, four stars.

Open sesame!

THE MAN WITH ALL THE ANSWERS?



Darren Hedges is the man behind Philips's new games hotline. Andy Clough dropped in to have a chat with a professional gamesplayer

AC How did you land the job of testing CDi games for Philips?

DH I was in London with some friends looking for a new job as my old one was getting a bit dodgy. A friend saw an advertisement in a job centre for a Philips games tester, so I applied.

AC What was your previous job?

DH I worked refurbishing TVs and videos in Maidstone.

AC How long have you been interested in computer games?

DH I started playing computer games in 1981 when I was eight. I used to play arcade games before that, and still do when I get the time.

AC Which computer game systems have you owned?

DH I've had just about everything, from the Spectrum ZX, Amiga, Super Nintendo through to a PC.

AC Which systems do you own currently?

DH I have a Sega MegaDrive, an Atari ST, a PC and of course a Philips CDi player.

AC What was your first reaction to CDi?

DH I thought CDi was good, but the games needed a lot of improvement.

AC What are your favourite computer games?

DH On CDi, Litil Divil, although it hasn't been launched yet. FIFA International Soccer on the MegaDrive, which is due out in December, is a blinding game. I quite like Striker on SNES and Aladdin on the MegaDrive is spot on. It has great animation.

AC What impact do you think Digital Video will have on the development of CDi games?

DH If Philips get their pricing right, DV games could blow away Sega and Nintendo.

AC To what extent are you involved in CDi games' development? Do you get to see them before they are released?

DH I see all the games in their first version "worm" state. Then I send a report to Julian Lynn-Evans (senior vice president, games) and Eric Lux (publishing manager) with general comments. I also look at the same game on different formats and compare them with the CDi version.

If I have a good idea for a game, I might tell Julian. But that doesn't mean they will do it.

AC What are the most common queries you have about CDi games?

DH In the Palm Springs Open, people want to know how to putt. And in Link they want to know how to defeat Militron.

At the time of going to press, the hotline number was unavailable. Call 081 689 4444 for details.

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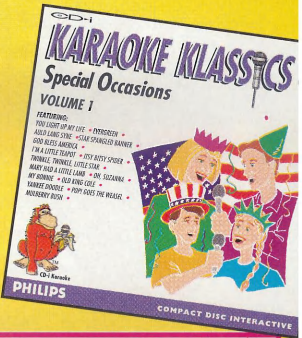

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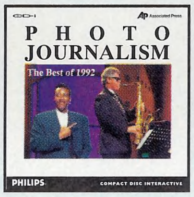

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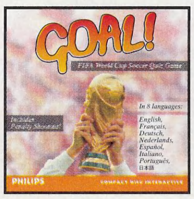

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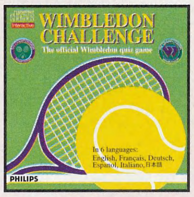

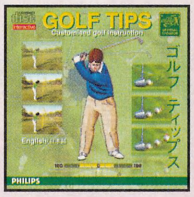

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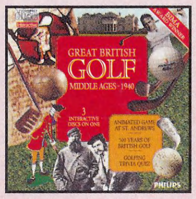

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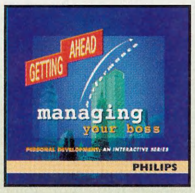

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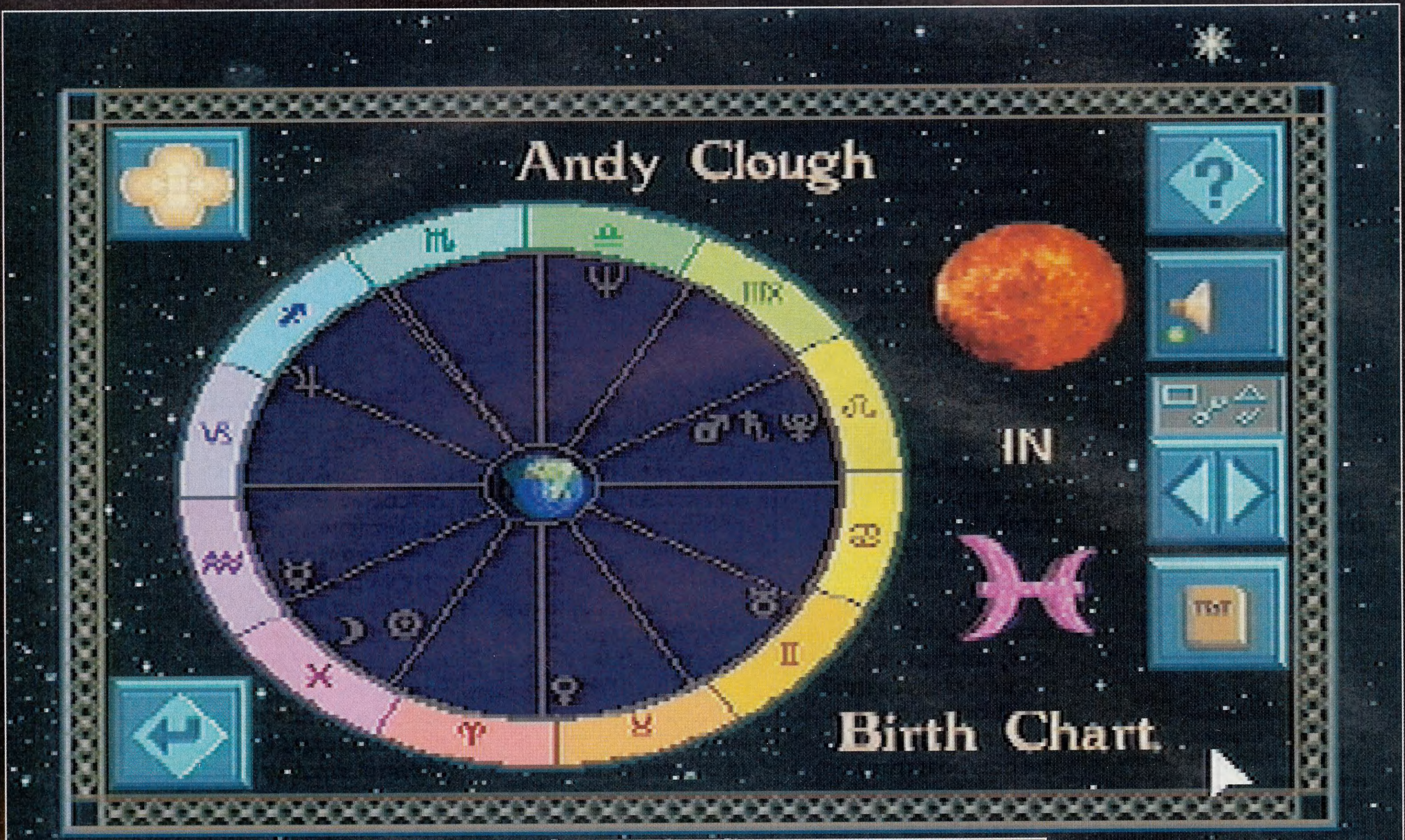
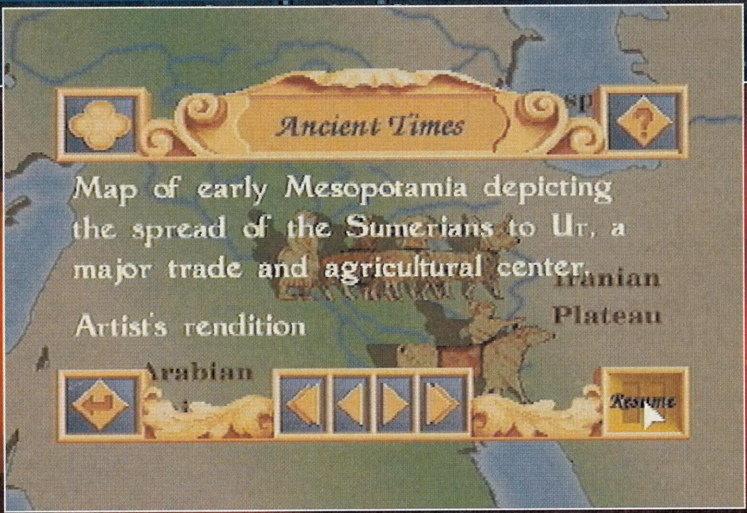
ASTROLOGY




Ancient Times

Map of early Mesopotamia depicting the spread of the Sumerians to Ur, a major trade and agricultural center.

Artist's rendition

Are you one of those people who always reads your horoscope in the newspaper? Well now you can go one better and get your daily horoscope on CDi.

Program in the details of your name, age, place and time of birth and this disc will produce your own personalised solar chart. The voiceover will tell you how your moods will change with the planets — and you can even find out if you are compatible with a close friend or a lover!

For a real laugh, compare your horoscope with that of a famous person. Malcolm X, Bill Clinton and Roseanne Barr are all in there. Do you think you are compatible with them? The CDi player will tell you the raw truth.

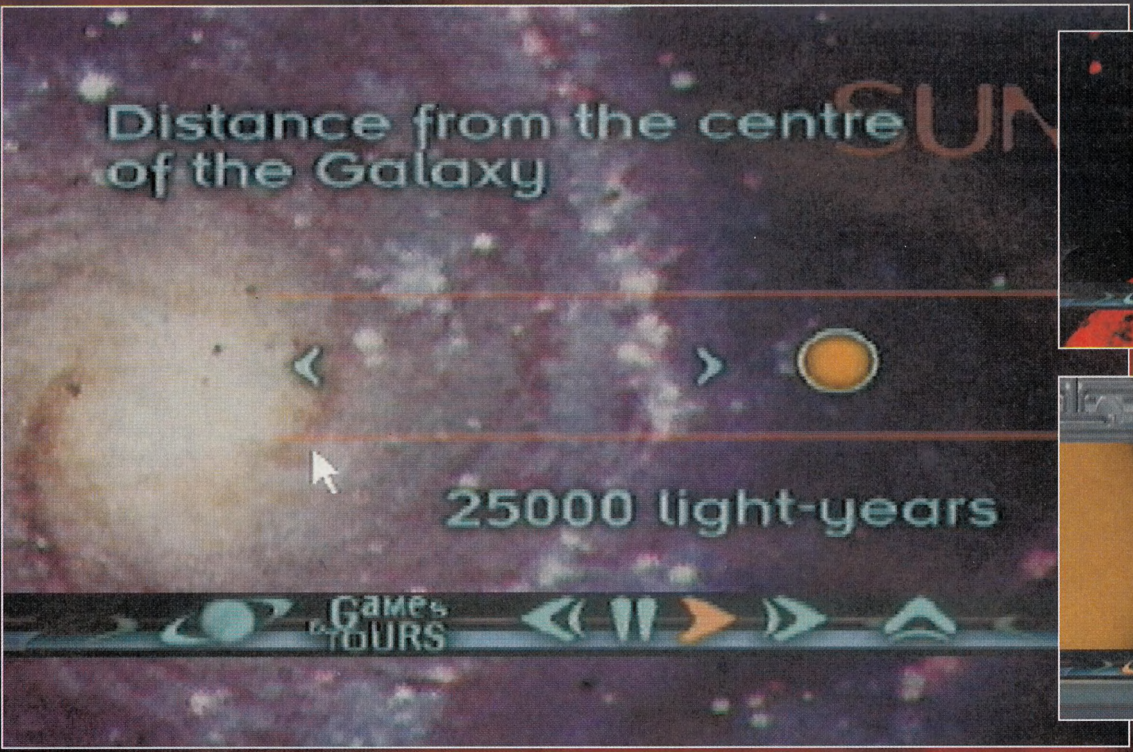
But there is also a serious side to this disc. There are sections on the history of astrology — divided into five chapters — covering the period from the early Babylonians to the twentieth century. Did you know, for example, that during the Second World War the Germans produced fake horoscopes for propaganda purposes to boost morale within the Nazi forces while demoralising their enemies? Or that the British used false astrological reports to lure Hitler's second in command Rudolph Hess to Scotland because he thought there was an opportunity to negotiate peace?

If you want to know more, you can also learn about the principles and terminology of astrology in the charting section of the disc.

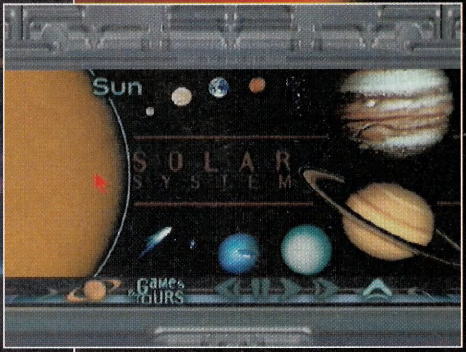
If all this sounds rather dull, don't be put off. There is a huge amount of information on this disc which makes it an ideal educational tool. There is no flashy Digital Video, but lots of excellent still pictures. And letting the computer generate your own horoscope, and that of your friends, brings an element of fun to an informative title.

OUT: December	RATINGS	PRICE: TBA
GRAPHICS	65%	
SOUND	60%	
INTERACTIVITY	65%	
OVERALL	65%	

SOLAR SYSTEM



Games & TOURS



If star gazing is your thing, then throw away that dusty old telescope and join the futuristic world of CDi. Solar System enables you to examine the planets from the comfort of your own armchair with a simple remote control. Check into Saturn, for example, and a full-screen picture of it appears before your eyes.

Patrick Moore will fill you in with some more juicy details and even cracks a few jokes with the female commander of your space vessel. Click on one of the smaller picture boxes on the screen and you will get even more detail — such as that planet's distance from the sun, density, mass, gravity or axial inclination.

The photographs on this disc are excellent, and give you the kind of close-up detail and colour you might hope to find in a glossy reference book.

What makes it all the more appealing is that you can skip around the disc with ease. Just move the cursor on to another planet in the main menu, or pause or return to the previous screen. You can even jump forward to return to where you last left off. No more frantically flicking pages to find your place.

Being CDi, of course, there is more to this title than just a simple reference work. There are two introductory tours with commentary by actor Tom Baker, who used to play Dr Who: Greek Mythology and the Planets, and the Formation of the Solar System. Both are illustrated with a good choice of still photographs and throw up some interesting facts.

Did you know, for instance, that the sun has already burned for four and a half thousand million years? No, nor did I. And just in case you are worried, we are told that it will continue to burn for another five or six thousand million years.

If you get bored of your solar tour, there are two games on the disc to divert your mind.

Gravity Golf involves trying to hit a golf ball into its hole on each of the different planets. As the gravitational field on each one will vary, the ball does all sorts of peculiar things when you hit it. The player must adjust the trajectory of the ball and the power with which you hit it to succeed in this seemingly simple task.

Planetball is a variation on a similar theme. Again, you have to choose the trajectory when you fire a missile (at least that's what I think it's supposed to be) at a revolving swirl on the screen. The gravitational force of the planets around you will pull the missile off course, so you must choose your firing line with care.

To be honest, the games are very simple and I tired of them fairly quickly. They are the least satisfactory part of the disc. But as a reference and education title, Solar System is good. It doesn't exploit the potential of CDi to the full (some Digital Video clips would be fantastic) but as an electronic book it works very well.

Games & TOURS

OUT: Spring '94

RATINGS

PRICE: TBA

GRAPHICS	70%
SOUND	60%
INTERACTIVITY	70%
OVERALL	70%

Mr GAMES

David McElhatten is head of the newly-formed games publishing division of Philips Interactive Media, based in Los Angeles. He talks to Andy Clough

AC Why has it taken Philips so long to acknowledge the importance of developing games for CDi?

DM I admit the emphasis on games has come a little late. Our predecessors saw CDi as a family entertainment machine, not a games system. Consequently, there is a huge pent-up demand for games on CDi. To begin with, CDi wasn't really designed for high performance gaming. It took our developers time to understand the machine and how it works. We have now broken through some important barriers. It is no longer true to say that CDi doesn't do games well.

AC Yes, but the release of CDi games software is still painfully slow. Why has it taken titles like The 7th Guest so long to reach the shops?

DM Software delivery dates are not an exact science. Testing of CDi discs involves complex issues.

AC How important is the advent of Digital Video for games' development?

DM Digital Video is a cornerstone of our publishing plan. The cartridge adds more memory, fast action sprites and improved gameplay to the CDi system. We have set a new benchmark for computer games with The 7th Guest.

AC Will all future games include Digital Video footage, or will you still develop non-DV titles?

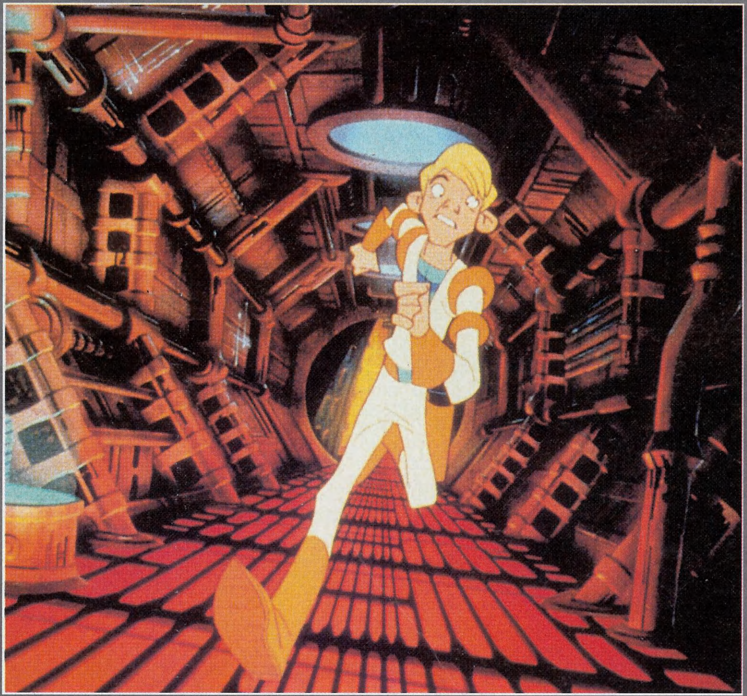
DM We will continue to develop base case titles as well. But we won't just transfer existing hits from other platforms. We want to be a world developer of games.

AC If you want to be a world developer, will you consider developing titles on other platforms apart from CDi?

DM Yes. If you pay $1m to licence a title, you possess a very expensive asset. We may choose to develop titles on other platforms.

AC How important is the development of film on CDi for the games market?

DM We will exploit movie and TV properties where appropriate. We are currently developing an action arcade game based on a popular TV series in the US. Film scripts come across my desk every week. Nearly every studio in Hollywood has an internal interactive team. But a lot of movie footage is just used as window dressing. Many movie-based games have been disappointing.



Above: Space Ace is one of the top new titles that will come out of Philips's newly-formed games division next year. The development of games software in Europe and the US is now a top priority for Philips

AC You are developing a CDi version of Rebel Assault, an arcade/action game set in the Star Wars universe, with LucasArts Entertainment. When will it be released?

DM It will initially be released on PC, with the CDi version launched in the US during the third quarter of 1994.

AC Is it true that you are developing an interactive CDi game based on the Star Trek Deep Space Nine series?

DM No comment.

AC How seriously do you take the threat posed by other formats such as 3DO?

DM 3DO is going through growing pains at the moment with its first generation of software, but it will get better. It will be a formidable competitor in time. But we do some things better than them and at a lower price point.

AC Will you commission games from developers outside the US, or will everything be commissioneed in LA?

DM Games publishing is an international activity. We will continue to commission games from LA and London. And individual countries will have budgets to develop local CDi products where applicable. Our aim is to develop fewer, bigger titles. This is a hit driven business. We have hit some pockets of really good games' developers in Europe. There is still the promise of finding a couple of guys in a garage.

AC So far, no other manufacturer apart from Sony has introduced a CDi player in the US. Does this bother you?

DM We keep hearing positive sounds from hardware manufacturers in Korea. But if others don't come into the business with CDi hardware, it won't reduce our commitment to CDi.

AC Are there any plans to link up CDi games with cable TV in the way that Sega is doing with Sega TV?

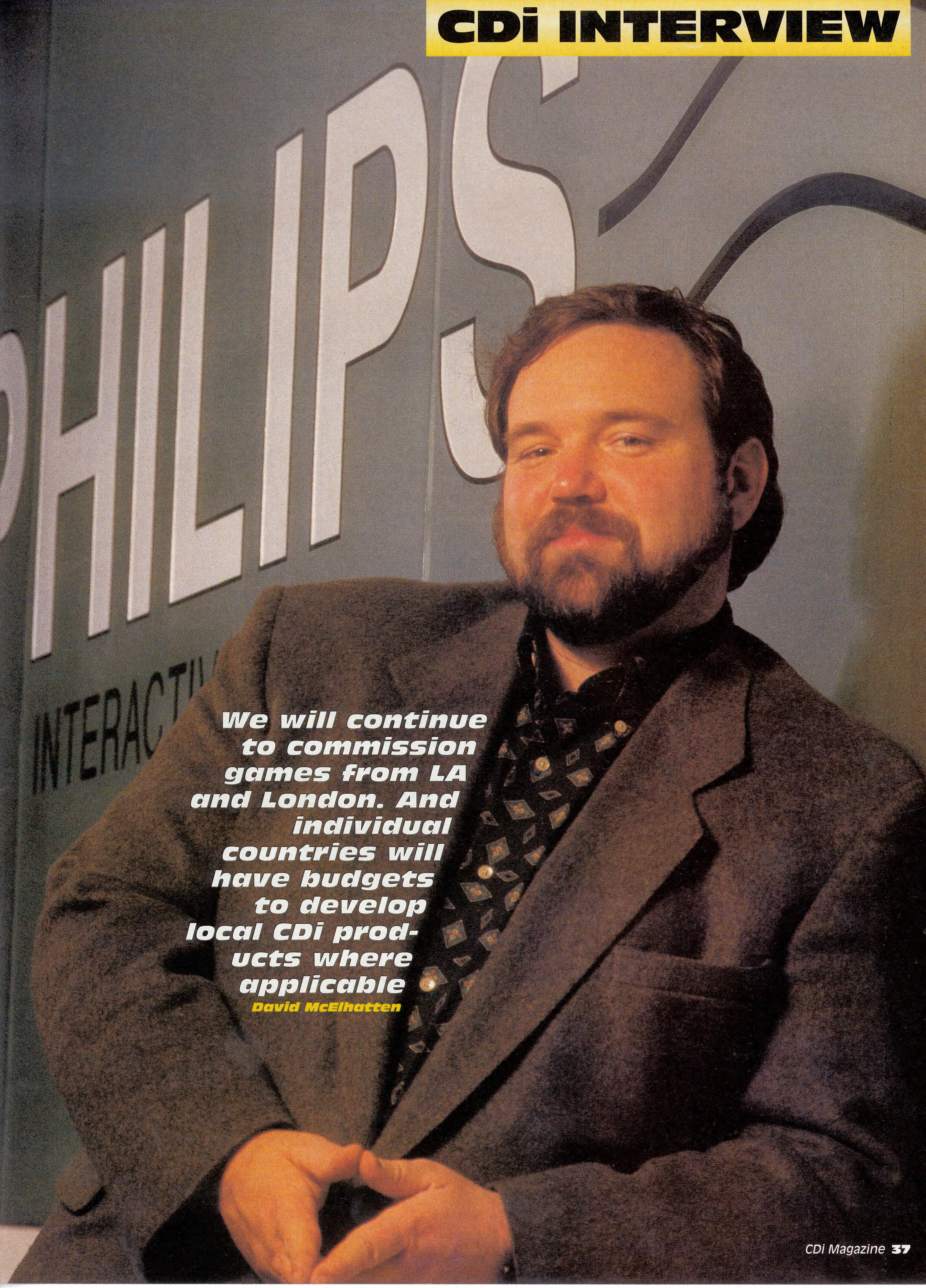
DM Philips is a major cable operator in Europe. That's an area we will be a player in, but the current CDi players would need to be adapted to cope with interactive cable.

AC Why is it that the movies released so far on CDi will only play on a CDi player and do not comply with the agreed Video CD format?

DM It is not ideal that CDi movies will only play on a CDi player. But we are waiting for a Video CD player to be launched. And all Video CDs published in future must have a CDi track on them, which means they will play on a CDi machine.

AC How important is the development of CDi software to Philips?

DM We want to generate one third of our income from software by the year 2000.



We will continue to commission games from LA and London. And individual countries will have budgets to develop local CDi products where applicable

David McElhatten

THE WORLDS OF...

Music on CDi comes of age with the release of The Worlds Of... interactive album featuring five bands on the Rhythm King label. Andy Stout investigates

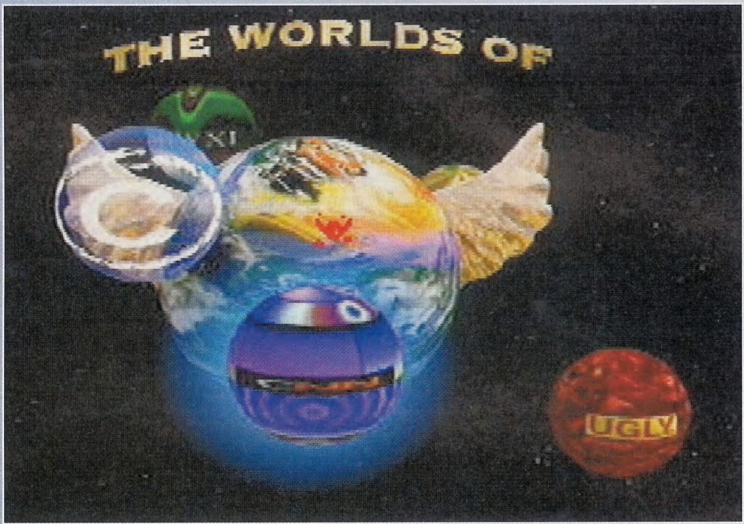
If anything epitomises the huge impact that multimedia is starting to make in the world of rock music, then it's probably the global shockwaves thrown out by U2's giant Zooropa tour.

People left those concerts stunned, simply blown away by the multi-million dollar collision between hi-tech and (fairly) okayish rock; by strobing and synchronised images flashing and dancing over giant screens; by the infamous 500-channel digital superhighway beaming straight into their friendly, neighbourhood, arena-sized stadium; and, of course, by the band's use of CDi technology.

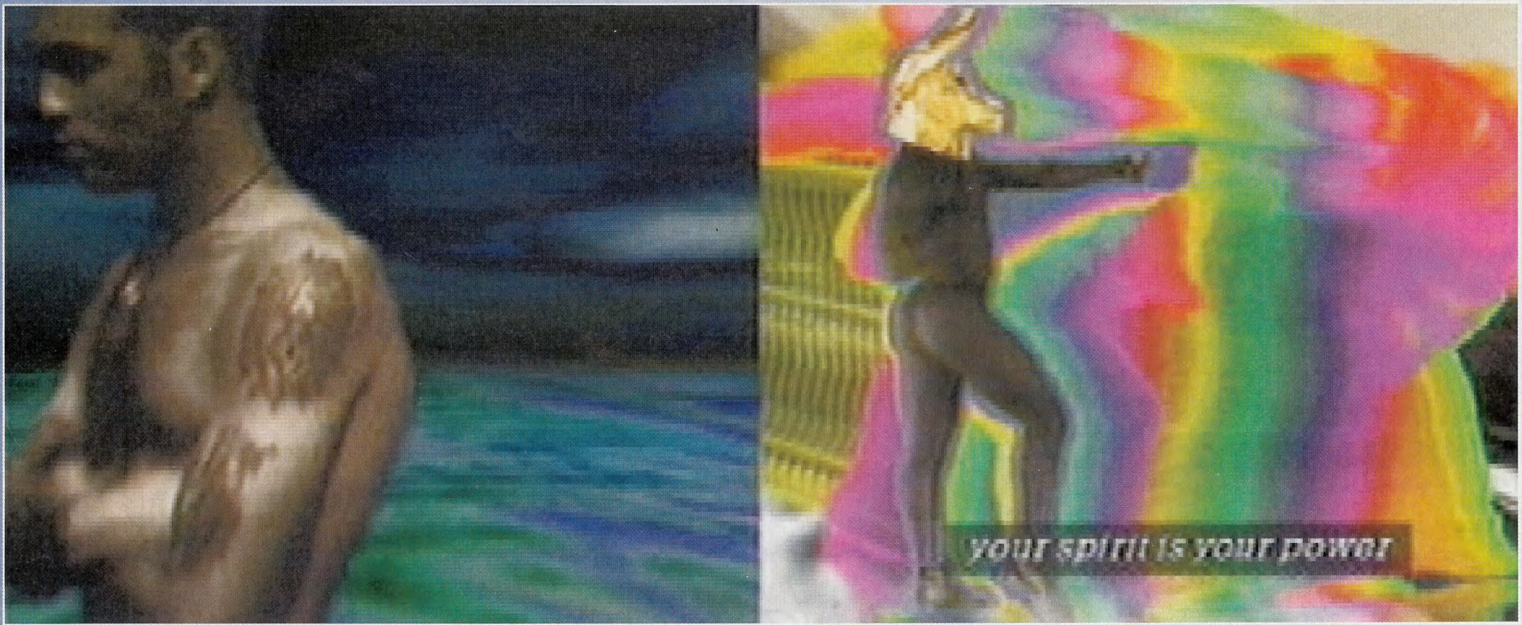
When the whole music industry goes interactive, the public will probably be in shock for weeks.

It's not there yet, of course, but with The Worlds Of... the first tentative steps have been taken and it is a tribute to Philips, producer Perfect World and software house Epic, that it all looks so good.

Music on CDi has been languishing behind the development of some other categories, particularly games, by a large margin. eScape was an early stab at interactive music, but it was a fairly basic title.



Above: the main menu shows each of the bands represented by a swirling globe; click on the one you want. Below, left and right: a video sequence accompanying the music of multimedia poetess C



Some forthcoming CDi music titles are basically just video albums. It's all very well bunging x-number of minutes of Digital Video and sound on to a disc and chucking it out on to the CDi market, but where's the interactivity?

The Worlds Of... is full-on interactivity. The album takes five bands from Perfect World's sister company Rhythm King (software house Renegade is also part of the group) and puts them through the CDi machine's paces.

All the bands — Ugly, CNN, HWXI, Sultans of Ping and C — have promo videos in full Digital Video incorporated on the disc. As the CNN video was banned when it first came out, this is quite a bonus. On top of that, there are biographical snippets about the bands and the whole thing will play on a conventional audio CD system (without the pictures, of course).

Good as all these features are, it is the interactive parts that really capture the imagination. With CNN you get to play around with one of their tracks, Broadway, on a mixing desk; the Sultans of Ping have to be located inside the Tokyo metro system for an interview with Radio One's Mark Goodier; HWXI get an interrogation which mercifully shies just short of the one given to Glenn Gregory from Ugly which takes place in a high-tech chamber; and you can toggle between text, video and narrative to explore the work of multimedia poetess C.

All good fun, but how did they come up with the idea in the first place?

"What happened," says Denise Proctor of Perfect World, "is that we'd been taking ideas to Philips for quite a while and they were stuck because they realised they hadn't got any."

"That's not it, shall I tell you how it did start?" interrupts Martin Heath, Perfect World's managing director. Oh, go on then.

"It didn't have anything to do with Philips. What happened was that about four years ago Rhythm King was started and Renegade followed in 1990. I always wanted a company that brought all aspects together: publishing, records and music in one multimedia group. The idea was to create that company.

"I didn't know how quickly multimedia was going to emerge as an idea or how practical its use was going to be, but the intention was that — unlike say Philips which was stuck being a hardware company, or a record company that doesn't understand computers — I thought that you needed a new sort of company that can combine lots of disciplines together.

"It had to have the creative flair of record companies (well, some of them have!), the organisational and copyright assets of publishing companies and the ability to understand digital technology and programming that computer companies have."

Phew! Got all that?

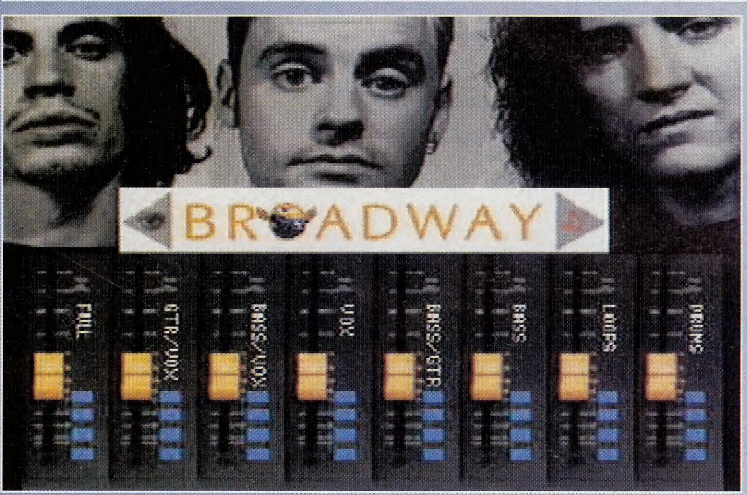
Now, the point Denise Proctor was trying to make, before she was swiftly interrupted, was that Philips was desperate for more music titles and this tied-in with Heath's long-term ambitions.

Heath's plans for global domination well underway, all it took was for Philips to give the go-ahead for a Perfect World project.

A couple of ideas fell by the wayside (including a title on dinosaurs in conjunction with the Natural History Museum, which presumably would be raking it in by now), but with the The Worlds Of... idea they hit the target.

The title was designed by Proctor and engineered by Epic in Brighton (see issue 2 of CDi Magazine). It took a mere four months to make. Mere? Well, yes really, because first of all you have to persuade the bands involved that it's a good idea.

"Well, first of all I wasn't very



Above: Pat O' Connell of Sultans of Ping, in particularly fetching garb. Left: the CNN mixing desk allows you to play DJ.
Right: the Sultans of Ping, fully clothed this time (fortunately)

keen on the idea," admits Glenn Gregory from Ugly, "because the way it was explained to me was that you could do anything. You could be in the band's head and you could find out where the band lives, what they do and I thought 'hang on a minute, rock and roll is meant to be secretive'. The idea about liking something is that you slowly peel back the layers like an onion; you find out what goes on only years after you've first liked something. I just thought this could be the road to nowhere."

This is the reason that on the disc Gregory has to be tortured to get the information out of him.

Pat O'Connel from the Sultans of Ping shrugs his shoulders down the phone (interesting if you can do it) and says: "Most bands will end up doing interactive stuff because economically they'll have no choice.

"But I've always been against the idea that people buy your music as a secondary product."

Like it or not, this is the way things are heading. As Proctor points out, history is repeating itself when it comes to music industry views on new tech.

"It's very similar to what people asked when video came out," she says, "about whether it was going to destroy the idea of just the music. Whereas now video is accepted by almost all the bands."

Neil Lambert of CNN adds: "I think it's what you actually do with the tools at your command that dictates whether you are a creative artist or not."

Brian Rodway, Epic's programming manager, adds: "It is said that games consoles are killing music. But with help from companies like Epic, the music industry is now fighting back."

As the penetration of CD multimedia systems expands, are the major record labels going to follow Perfect World's example? Over to Heath.

"In the record business, all the advances come from independent companies that have mad ideas about music. They think 'let's do it' without thinking about the business aspects and they tend to do something. The film business is the same."

And so is almost any other creative field. CD technology is here and pretty soon everyone, be they artists, writers, musicians or global entertainment conglomerates is going to have to wake up and smell the coffee.

Heath, already convinced that a lot of early CDi players were sold to audiophiles, thinks that The Worlds Of... could be a breakthrough in CDi's fortunes. "From this point onwards, the month that this title is launched, is the real start of CDi. Before that it was useless." Now where have I heard that before?

OUT: January '94	RATINGS	PRICE: £15.99
GRAPHICS		95%
SOUND		80%
INTERACTIVITY		95%
OVERALL		95%

BIOGRAPHIES

SULTANS OF PING

Much touted indie band from Cork whose debut album Casual Sex in the Cineplex managed to get into the Top 30.

Spent much of the summer recording follow-up album and producing quotes like "Look, from beginning to end Nietzsche makes you laugh. And I don't see any novelty in that". Quite.

C/LESLIE WINER

Otherwise known as ex-model Leslie Winer, C is veering out into the slightly odd. In the words of Billboard magazine, she "whispers, growls and recites tone-poems within a setting that swerves around club and hip-hop beat patterns". Everyone got that? Jolly good.

CNN

Eclectic three-piece band who head off towards metal territory while having their toes dabbling in industrial waters.

HWXI

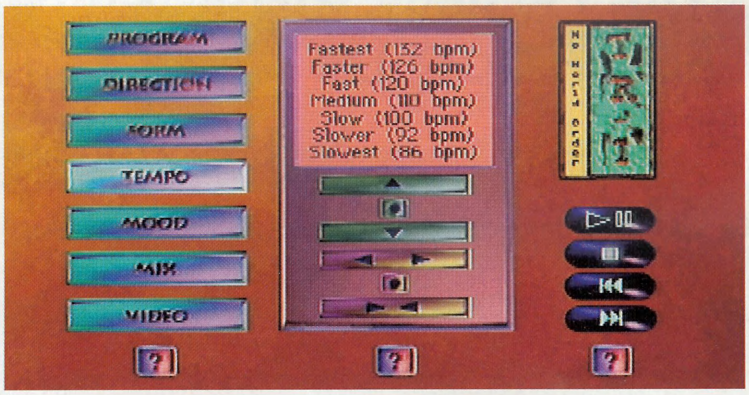
Heaven West Eleven in full. According to themselves, their music is "a mixture of soul and celtic".

UGLY

Formed by frontman Glenn Gregory in 1990, Ugly are not yet famous but probably will be.

ON HIS TODD

Todd Rundgren has released interactive and non-interactive versions of his new album No World Order. Dom Foulsham explores



TR-I
no world order

Some day you may discover the need to re-invent yourself. It may be a desire to become a different person, someone better or more interesting than you're used to being."

These are the words emblazoned on to the insert notes of one of the first interactive CDi music discs, Todd Rundgren's No World Order. This is music where, put simply, you control what you listen to and how you experience sound.

Rundgren, who produced the Meatloaf album Bat Out of Hell (among other things), has created an opportunity for us to rethink how we might interact with recorded music.

Those of us used to music CDs will be familiar with the idea of jumping around a Dire Straits CD at laser speed. Scanning and shuffling our way through digital audio's 'random accessed domain' is nothing new. With TR-I's (Todd Rundgren Interactive — geddit?) No World Order we take things further.

Using a continuous music soundtrack, the disc allows the user to alter continuously the 'feel' of the music we hear. Some elements are very conventional. Tempo (speed of play) is something we can all relate to. But how about 'mood', 'form' or 'flavour'?

After the initial still intro screen, the user is presented with a set of controls across which you can move — using the remote control — an expandable bar which will increase or decrease the effect of the particular tempo, mood or flavour you have chosen on the music playing.

Using words like flavour, spice, slack and linking, Rundgren might appear to demonstrate the characteristics of a spaced-out techno-hippy.

But he's not. This is something rather new.

Let's start with a couple of concrete examples. The disc includes music written by Todd and his good buddies Don Was, Jerry Harrison and Bob Clearmountain. (No, I hadn't heard of them either). Click the control bar on one of the other composers and the music changes slowly (though sometimes abruptly) to that composer's style.

Move on to the mood control, and you might select 'thoughtful' from a selection that also includes 'dark', 'happy', 'sad' and so on. The mix bar offers 'spacious', 'thick' or 'natural'. You can even change the beats per minute.

To accompany this mind-warping musical meandering, selecting the video box gives us a choice of two video graphic displays — warp and swarm — that you can watch while chilling out to the music. Err, man, wow. Farrr out. The graphics are the least satisfactory part of the disc, especially when you see what can be done with Digital Video on a title like The Worlds of... by Rhythm King.

So is the rest of it any good? Well, someone once argued that an interactive experience should provide a good forty hours of entertainment. With No World Order that figure is a lot, lot smaller.

The interactivity is fascinating but disappointing in its often sluggish response to your commands. As a professional DJ, the sometimes crude change of tempo might have cleared a dance floor quicker than a CS gas cannister at a rap concert.

As a predominantly AOR (Album Orientated Rock) soundscape, fans of middle-American rock, album rock and Gabriellesque concept pop should be laughing all the way to the recording studio.

Rundgren betrays his rocky background.

For the rest of us raised on the Carpenters, Public Enemy, Coldcut or The Brand New Heavies, we're sunk.

Programmed on a thick diet of concept rock, politically correct rhythmic talking (this ain't rap) and spacy vocals, No World Order comes across as a hybrid of a new age Yes with Peter Gabriel and Steve Winwood circa 1984.

To ignore a DJ mixing culture (in particular house) that would probably jump up at this great idea seems to suggest that Rundgren hasn't rediscovered much more than zippo. The idea of a highly interactive juke-box is superb. But Rundgren's attempt falls a good few bars short of a catchy tune.

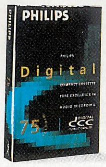
No World Order is at first confusing, then intriguing, then fascinating but ultimately something with all the musical appeal of a clockwork orange. The standard version should be better.

OUT: TBA	RATINGS	PRICE: £TBA
GRAPHICS	60%	
SOUND	65%	
INTERACTIVITY	68%	
OVERALL	60%	

PHILIPS INVENTS

The Portable Digital Compact Cassette player DCC 130

Philips has invented the DCC Portable 130 so that now you can have pure digital cassette sound quality wherever you go. And


PHILIPS
Digital
75
dcc

because DCC is a cassette, the only thing that will go hopping, skipping and jumping is you, not the music. There are hundreds of titles available by all your favourite artists and hundreds more are being released all the time. And don't worry about your collection of ordinary compact cassettes, the beauty of the DCC 130 is that it will play them too. So be a fashion leader, go down to your local Philips dealer and try on a new DCC Portable 130.

DIGITAL dcc COMPACT CASSETTE

PHILIPS
DIGITAL COMPACT CASSETTE PLAYER DCC130
DIGITAL dcc COMPACT CASSETTE
FUNKY. PT. 1
OPEN
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PLAY

DCC sound quality. Now you ca

wear it.
PHILIPS INVENTS FOR YOU
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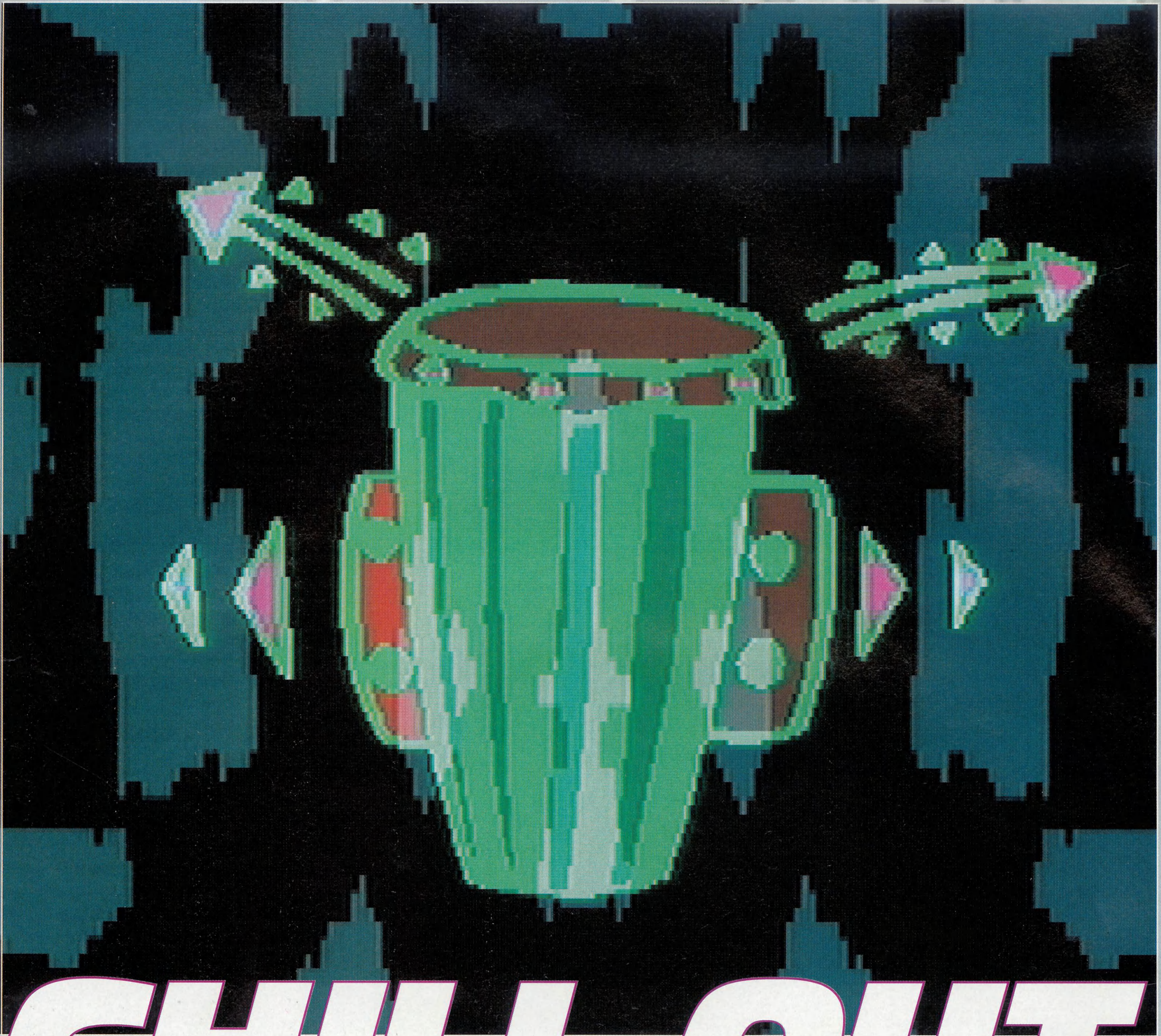


CHILL OUT

Video-punk pioneer Hex has followed its successful eScape CDi with a second generation title called Pulse. Tony Marcus takes a trip

You'd think it would be congratulatory cups of cocoa all round at Hex after the success of its eScape disc, as featured in issue 1 of CDi Magazine.

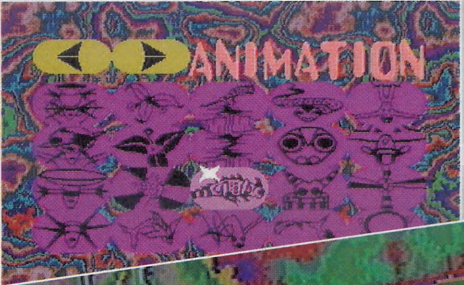
We liked its mixture of rave visuals and up-to-the-minute techno tunes and thought it made an ideal pre-club toy. But Hex felt something was missing from its first attempt at interactive music, so it has tinkered, tweaked and upgraded the little critter into something new called Pulse.

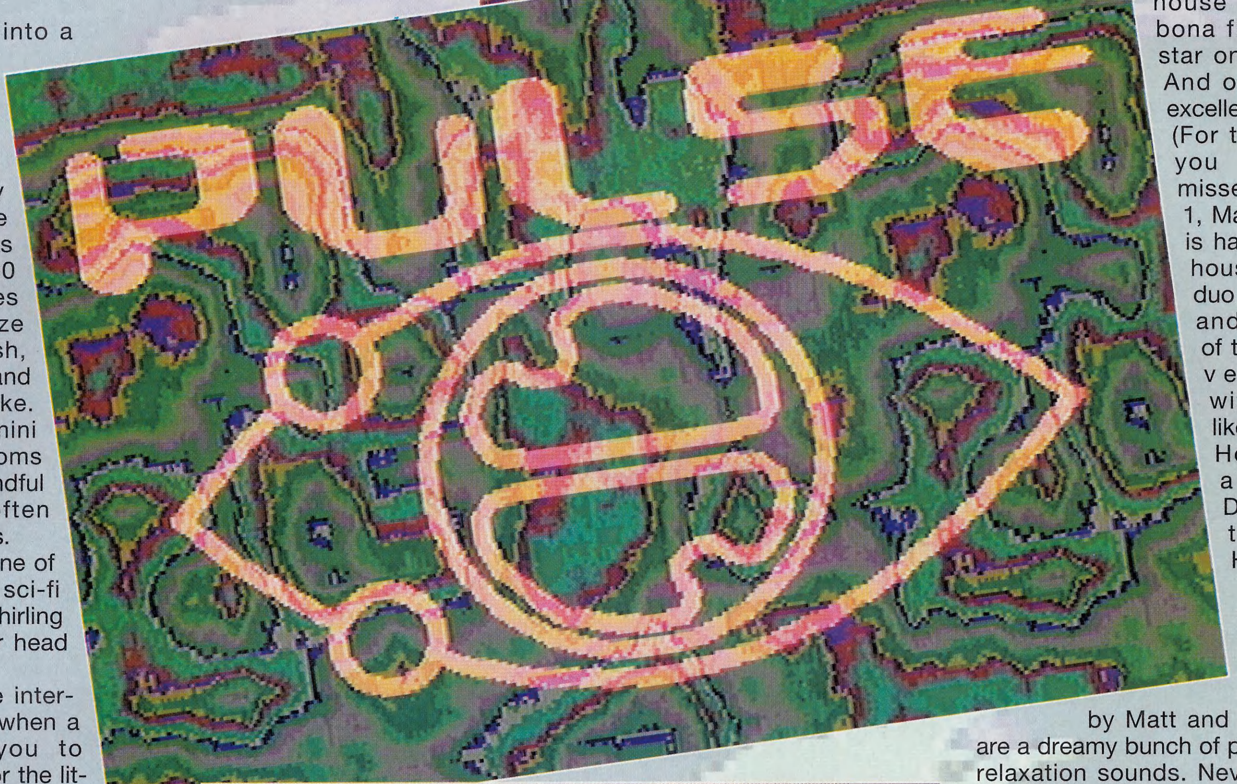
At first glance it looks pretty similar to its debut offering with eScape. Get into Pulse and once again you can surround yourself with psychedelic wallpaper patterns that flow into infinity. As before, little animations appear and dance about.

Wiggle the joypad controller and you can change colours and

GET OUT OF
YOUR MIND

Left: animations move in time to the music. Right: choose your animation by clicking on the arrows. Below: Pulse is the successor to eScape. Both incorporate music by Matt Black (bottom), part of house-head duo Coldcut





reverse directional control. All well and good, but we've been there before lads. So what's new?

Well, Hex promises us that Pulse is more interactive than its predecessor. For starters, the little animations that eScape dropped randomly over its flowing patterns are now in your hands.

You can get into a menu and choose which animation you would like.

They are hand-drawn by artist Catherine Marshall, who has created about 30 different pictures including trapeze artists, flying fish, darting geckos and a bug-eyed snake. Each one is a mini cartoon that zooms about with a handful of rapid and often funny movements.

My favourite one of all is a dancing sci-fi woman with a whirling planet where her head should be!

There is more interaction available when a palette asks you to select a colour for the little animations. I found that the fish work best in purple and the dolphins are just dandy in green.

You can also select a background colour at menu stage or wait until gameplay. Whatever you choose, you will find that Pulse sends its backgrounds into rainbow brilliance.

So if you click on blue, the backgrounds will float in watery blue-greens and if you select red you will get a fiery vortex of sunbursting reds, yellows and oranges.

Hex also designed Pulse so the characters on screen jump to the beat.

"One of the things with eScape was that the animations didn't change in time with their music," says programmer Miles Visman. And it does now? "Oh yeah," assures Visman, "we matched the visuals to the beat on the tracks."

Let's have a go then. Dive in, choose a track and we're off. A handful of dancing fish float over an abstract pattern that starts to look like The Lost City of Atlantis.

It's really most excellent as you feel you're flying over the cityscape as if in a dream. Just before we lose ourselves completely in its endlessly receding shapes, the little fish start to twitch, flash and yes — they jump in time to the beat.

Cue the music. Once again, Hex plays its Matt Black trump card of being the only software house with a bona fide pop star on board. And one with excellent taste. (For those of you who missed issue 1, Matt Black is half of the house-head duo Coldcut and a Top of the Pops veteran with hits like People Hold On and Doctorin' the House.)

The six tunes produced by Matt and his pals are a dreamy bunch of post-rave relaxation sounds. Never mind the patterns on-screen, you can close your eyes and listen to the soft, floating ambient chords unfold into muted dubscapes and quietly clanking techno.

This is peaceful, mature and meditative music for the electronic age and a perfect accompaniment to Pulse's swirls of abstract colour.

Of course, the cleverest bit of all is that all the patterns and whirling colours are generated randomly in the machine as you play. Zippy rave visuals might not be everyone's cup of tea, but the sheer wonder of knowing that your little CDi player is computing away and beavering along all by itself is a very pleasing thought.

Like its predecessor, Pulse is bound to generate a lot of publisity, and that can be no bad thing for CDi.

That's it really. Pulse, like eScape, is one simple idea that has been faultlessly executed. It is an upgrade on its predecessor with a wider choice of animations and offers even more scope for interactive play.

You don't really need both discs, so if you haven't already splashed out for eScape, go for Pulse and enjoy.

OUT: December

RATINGS

PRICE: £15.99

GRAPHICS	80%
SOUND	94%
INTERACTIVITY	70%
OVERALL	81%

KEEP THE FAITH

Digital Video CDi music discs are about to hit the streets. Bon Jovi will be among the first

Now this is more like it. MTV presents one of its band showcases, only this time the whole thing is recorded on CDi. The result? Fantastic sound, of course, which benefits from being played LOUD, and some decent music. Not to mention the not-half-bad Digital Video that goes with it.

The contrast with Andrew Lloyd Webber's Premiere Collection could not be greater. No offence to Sir Andrew, of course, but unfortunately Phantom of the Opera is not really my cup of tea.

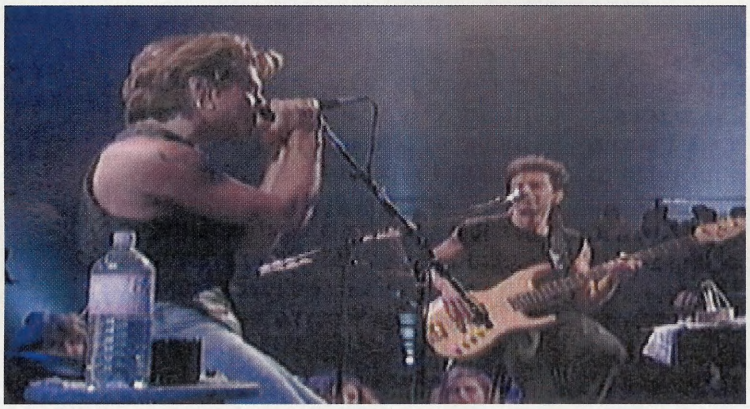
Bon Jovi is. Admittedly, I only saw an early demo disc prepared for the US broadcasting system NTSC, but it still looked great on a PAL TV, despite the reduced picture size.

The fact that the images were all coming off a standard compact disc is amazing in itself.

But the really interesting thing about this disc is that it had all the sophisticated controls that the Andrew Lloyd Webber one lacks. So, just as with CDi films, you can fast forward, fast reverse, pause, freeze frame, alter the volume and vary the slow motion. All from the comfort of your favourite armchair. This is how it should be.

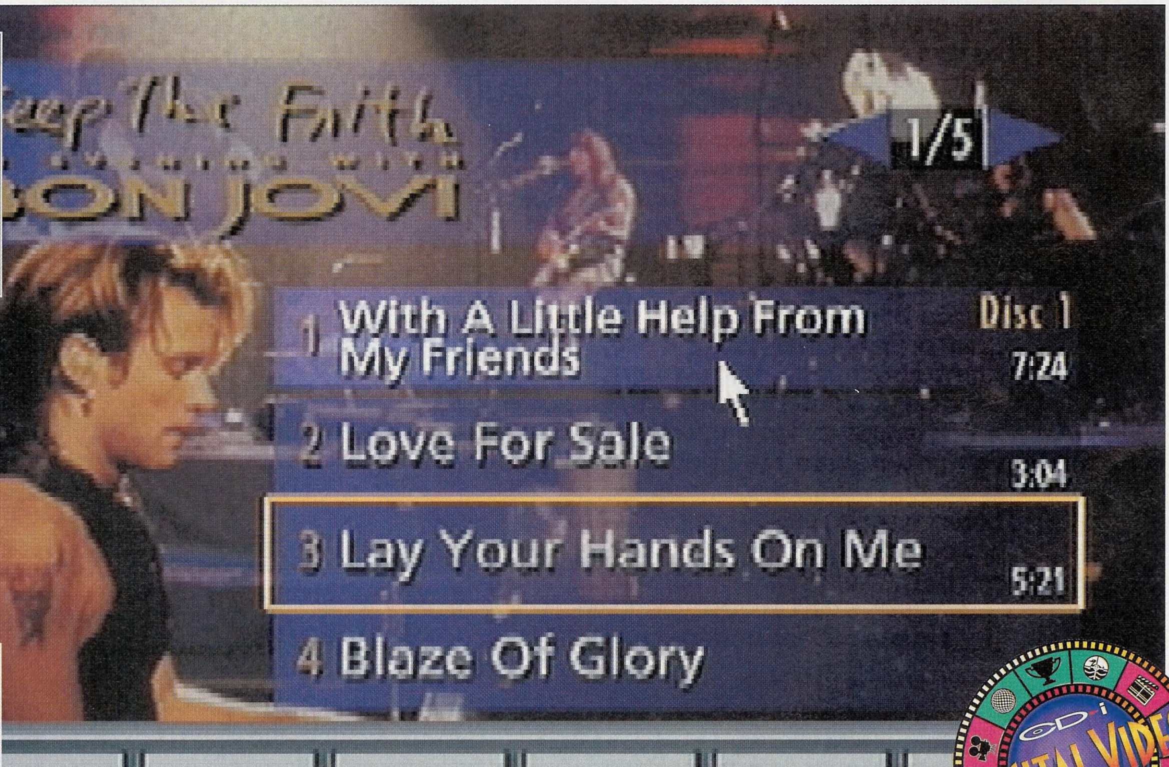
Add to this 17 stonking tracks on two discs, including Love for Sale, Brother Louie, Bed of Roses and Blaze of Glory, and you have a pretty nifty package. There is even some real, hands-on interactivity. You can select a photo gallery from the main menu, or find out more about the band if you want to. It should make for some interesting viewing if you're in the mood.

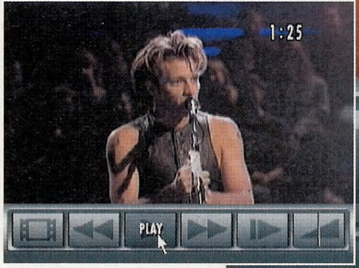
I don't know if the UK version of Keep the Faith, due out shortly, will have the same features as its US cousin but it darn well should. Philips will waste a great opportunity if it doesn't give us all the gizzmos that CDi has to offer. For £15.99, it would be a terrific bargain.

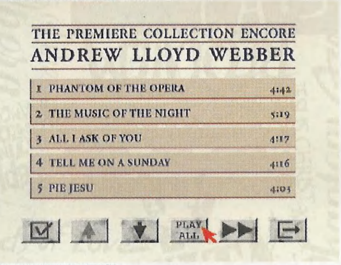


OUT: December	RATINGS	PRICE: £15.99
GRAPHICS		90%
SOUND		95%
INTERACTIVITY		85%
OVERALL		90%

Right: the selection of titles appears on the menu screen, with the CDi controls below. Click on the title with the yellow box around it, and the disc will jump instantly to that track with simultaneous video







THE PREMIERE COLLECTION ENCORE
ANDREW LLOYD WEBBER

1 PHANTOM OF THE OPERA 4:42
2 THE MUSIC OF THE NIGHT 5:19
3 ALL I ASK OF YOU 4:17
4 TELL ME ON A SUNDAY 4:16
5 PIE JESU 4:05

Left: Phillip Schofield, star of Joseph and His Amazing Technicolour Dreamcoat. Below: a scene from Phantom of the Opera. Bottom: a clip from the Jason Donovan video

MUSICAL NOTES

Top tunes by Sir Andrew Lloyd Webber feature on the first Digital Video music CDi released by Philips

You either love Sir Andrew Lloyd Webber's music, or loathe it. Those in the latter category needn't bother to read on.

But if you are a fan, this Digital Video music CDi could be the perfect Christmas gift. Taken from the video of the same name, the disc incorporates some classic Lloyd Webber tunes sung by, among others, Sarah Brightman, Michael Crawford, Cliff Richard, Jose Carreras, Michael Ball, David Essex, Jason Donovan (swoon) and Phillip Schofield.

Each song is accompanied by a suitably moody video and the picture quality, as you would expect, is excellent.

Just as on an ordinary audio CD, the screen controls allow you to jump back and forward between the tracks, play all of them in sequence or just pick one from the menu screen.

Titles on the album include such classics as Phantom of the Opera, Pie Jesu, Love Changes Everything and the Joseph Mega-Remix.

Yet with all the technology CDi offers, there is no fast forward, slow motion, freeze frame or random function. As the latter is standard on most audio CD players, why is it not available on CDi? This seems a serious omission. The standard remote allows you to pause, stop or jump tracks on the disc, but that's it.

If you've seen the added functions on the CDi films, including the variable slow motion, this all seems a bit basic. Come on Philips, surely it wouldn't be too difficult to add in a few more gizzmos?

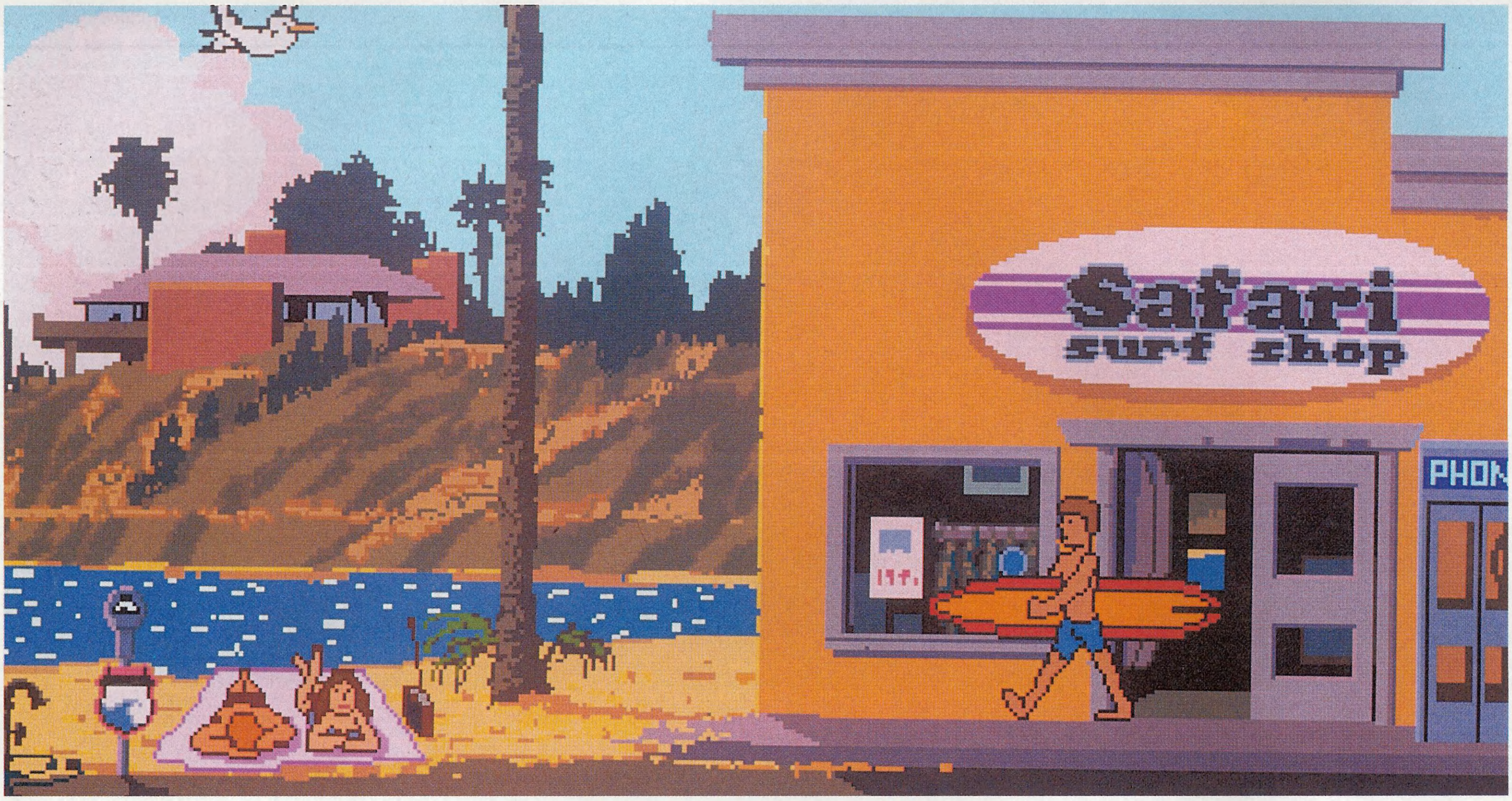
That said, there is a scan function which plays the first 10 or 20 seconds of each track and video, so you can flick through the disc to pick your favourite song. And you can replay the current track if you want to. But a bit more interactivity wouldn't go amiss.

This is your bog standard music video put onto a CDi disc. Fair enough.

But if you look at what Perfect World has done with The Worlds Of...disc (see pages 38-40), then The Premiere Collection is a little tame. CDi should offer more than just a video on CD, and we know it can be done.

OUT: Now	RATINGS	PRICE: £15.99
GRAPHICS	95%	
SOUND	95%	
INTERACTIVITY	65%	
OVERALL	80%	

SURF CITY



It was only a matter of time. Sooner or later, someone was bound to come up with the idea of combining a series of hit songs with a CDi game to create a terrific soundtrack to entertain you while you play.

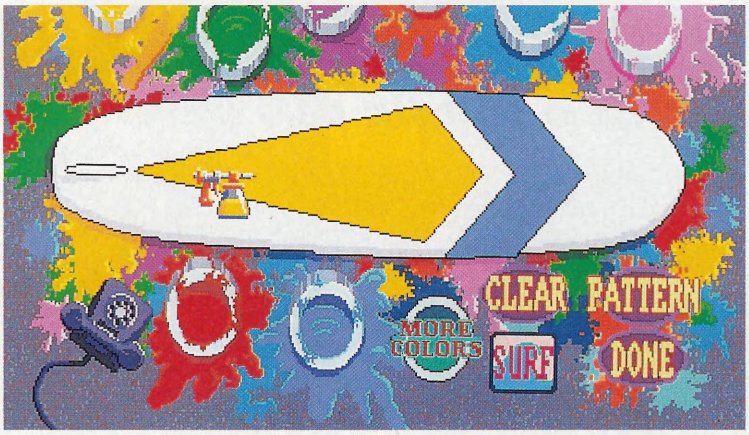
Surf City includes tracks from the Beach Boys, Jan & Dean, The Ventures and Jerry Cole & His Spacemen. Beach Boys' classics such as God Only Knows, California Girls and Good Vibrations are peppered throughout the disc.

Some readers will be too young to remember the release of the original songs, but that won't stop them enjoying the disc now.

Surf City follows the now familiar CDi format for many kids' titles, similar to that used in the Richard Scarry titles.

The main screen menu shows a typical 1960s American beach town. By clicking on a particular building or street, you will be taken to it.

Moving the cursor will enable you to explore the surrounding area in more detail.



OUT: 1994 **RATINGS** **PRICE: £TBA**

GRAPHICS	85%
SOUND	95%
INTERACTIVITY	90%
OVERALL	90%

Pop into the local school, bowling alley or surf shop or spend some time at the pizza parlour. In some places there is an activity to take part in: play the jukebox in the malt shop, examine Rhonda's diary or explore Ryan's house.

The gaming element involves 12 simple tasks. These include Spin the Bottle, Make a Pizza, Build a Hot-Rod, Car Racing and Bowling. In the diner, you can even create your own burger complete with all the fillings and sauces you could possibly want!

The music is what makes this title really fly. Pumped out through your hi-fi, you have some excellent tracks to listen to, with the added bonus of a game to play.

It's simple, straightforward entertainment brought to life by the original soundtracks. Parents will enjoy sitting back and listening to the music while the kids play the games. They might even want to join in too!

THE FUN

DIMO'S QUEST

Dimo's
QUEST

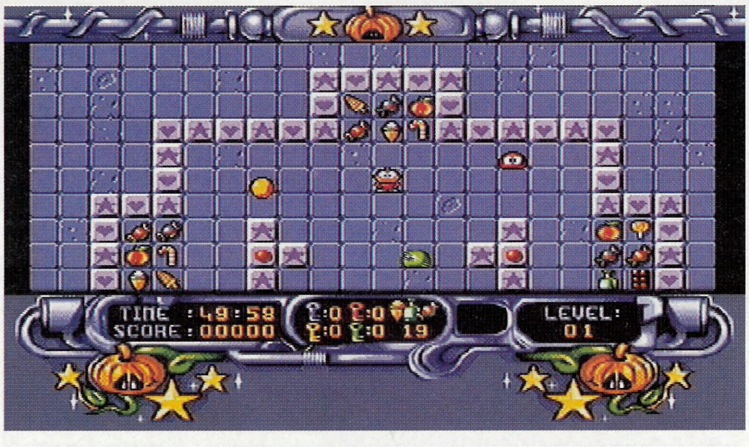
Imagine it is Halloween. All the children in Yummie Town are going from door to door to collect candy. But they are told not to visit one house on the outskirts of the town, where the wicked wizard lives.

Of course, the kids get greedy and in their desire to get more sweets, they forget what their parents have told them and go to see the wizard. He immediately turns them all into sweets themselves.

Only one boy manages to escape. His name is Dimo. Later, he goes back to the wizard's house to try and help his friends. Your task is to guide Dimo through the five magic worlds, each of which is full of nasty monsters.

Once you enter the game proper, the screen consists of a grid-like maze with sweets hidden in various parts. You have to move across the squares and collect the sweets.

But beware - the bouncing blobs are out to destroy you. If you hit one, you've had it!

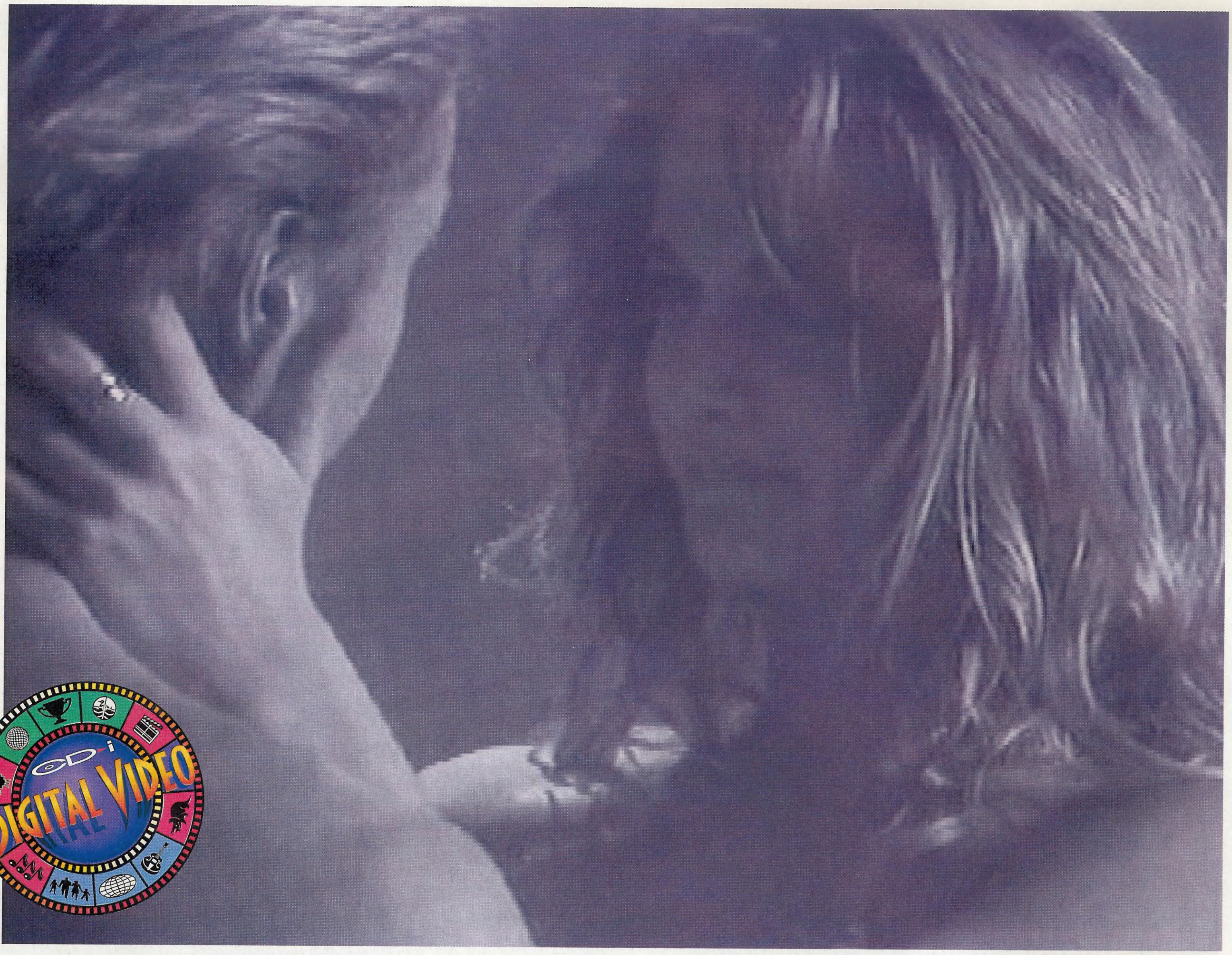


OUT: 1994	RATINGS	PRICE: £TBA
GRAPHICS	80%	
SOUND	75%	
INTERACTIVITY	80%	
OVERALL	80%	

The first level is quite easy, but then things get tougher. In level two, you have to collect the appropriately coloured keys to access different parts of the maze. And watch out, because you could easily fall into the water all around you. The squares you walk across can also give way underneath you.

This is a simple game, but one which should give enormous pleasure to young children. If there are young ones in the family, they will love it. Even the adults might find it quite entertaining too!

FACTORY



THE MAKING OF THE JOY OF SEX

Ben Southwell talks to the production company, Cloudscan, which developed The Joy of Sex on CDi

The phone rang. How would I feel about doing an article on the making of the CDi version of The Joy of Sex?

I thought of quite a few things I could have said, but once all the obvious double entendres were out of the way, reality dawned. Just how do you go about turning such a phenomenally successful book into a CDi title incorporating all the benefits of interactivity and full-screen Digital Video?

So I found myself talking to the people behind the development of the title.

My first port of call was multimedia production company Cloudscan which produced the disc. The husband and wife team of Peter and Rona Bratt were the people who had the original idea.

They were looking for a suitable title for the consumer market and drew up a list of areas they thought would be successful: sex, drugs and rock and roll. Their choice was limited by practical considerations.

"Since we knew nothing about drugs and rock and roll, we were left with only one choice."

The Bratts felt sex was an area that would suit multimedia. They were keen to avoid the trap of sensationalism, preferring to seek out a title that would help people learn more about sex in a sensitive and caring way, while still being fun. For them, the best candidate appeared to be the original Joy of Sex book.

After carrying out the necessary market research, Peter Bratt approached Simon McMurtrie at Mitchell Beazley (part of Reed which publishes The Joy of Sex books) to try and interest him in the project.

Publishers are notoriously conservative, and The Joy of Sex books are rather like the crown jewels at Reed. At first, the prospects were not good. But McMurtrie proved to have an open mind on the subject. He did, however, need to be persuaded about why he should be interested in a multimedia version of the book.

So the Bratts set about creating a design that would show how multimedia would bring added value to the title. They came up with the idea of using multiple points of view as possible options, designed a structure where users could choose how they moved around the disc and showed how the sections on guides, insights and the questionnaire could all be used. They also came up with the idea of a simple sex game.

To explain what they had in mind, they developed a 30-minute demonstration using a Mac Hypercard so that McMurtrie could see the possibilities for himself. He was convinced and gave the project the green light.

The next task was to select a platform. The Bratts saw that Philips was serious about CDi and that Digital Video was a reality. No other platform could cover this. The result was a co-publishing deal between Philips and Reed with Cloudscan as the production company.

With the deal in place, the real work began. The first stage was to produce a detailed design, budget and schedule.

The choices were limited only by the size of the disc and the skills of the programmers. A CDi disc can play 74 minutes of Digital Video.

The Bratts did not want to use only video. Their market research had shown them the power of the drawings in the book and they felt very strongly that this was a resource they wanted to use.

So they set about designing the disc. They selected Epic Interactive Media of Brighton as the software house as it had extensive experience of Digital Video. Epic's input at this stage was invaluable, says Peter, helping to achieve the design he wanted and making alternative suggestions where problems occured.

"Epic's great strength is that they fully understand CDi — they are not just code jockeys," says Peter.

The scripting of The Joy of Sex presented its own problems. Everyone agreed on questions of taste and decency, but the exact style still took a little sorting out.

Scripting also highlighted some of the problems peculiar to a Digital Video CDi. There was a definite learning curve for the writer, who initially wrote scenes that were inextricably linked to each other, assuming people would watch the disc in a certain linear way. As Rona points out: "You can't assume anyone has watched anything else. Every section has to be discrete, but not isolated."

Add to this the invention of four different points of view on one story and the challenge becomes enormous.

Once the script was in place, shooting began. As this was one of the first consumer DV titles produced, a great deal of what they were doing was in the realms of the unknown. Cloudscan put together a test reel featuring as many different types of shots as they could find: very dark scenes, bright sunshine, different shooting styles and so on. Epic then encoded this on to CDi to check the results.

To produce the best quality video possible, Cloudscan hired an experienced drama director and crew.

The cost of making a CDi — The Joy of Sex is rumoured to have cost nearly £500,000 — means that it is often necessary to release a title in several countries close together. This meant Joy of Sex had to be produced in four languages: English, American, French and German. As the guides or presenters are seen talking to camera, each scene had to be shot with different actors for the four different languages.

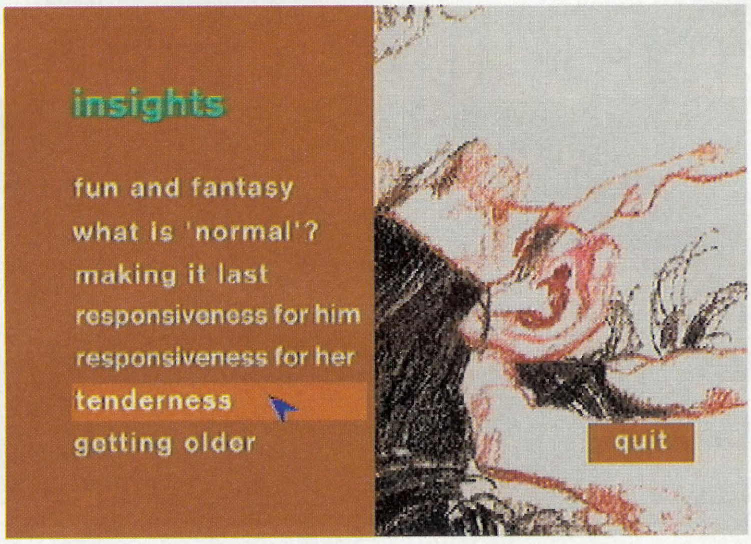
The images were then encoded and 'poured in' to the skeleton structure by Epic.

The sound was recorded in a digital sound studio and then passed on to Epic.

The only part that had to be changed significantly was the game. In its original form it played too slowly and didn't work. The game was re-programmed to speed it up.

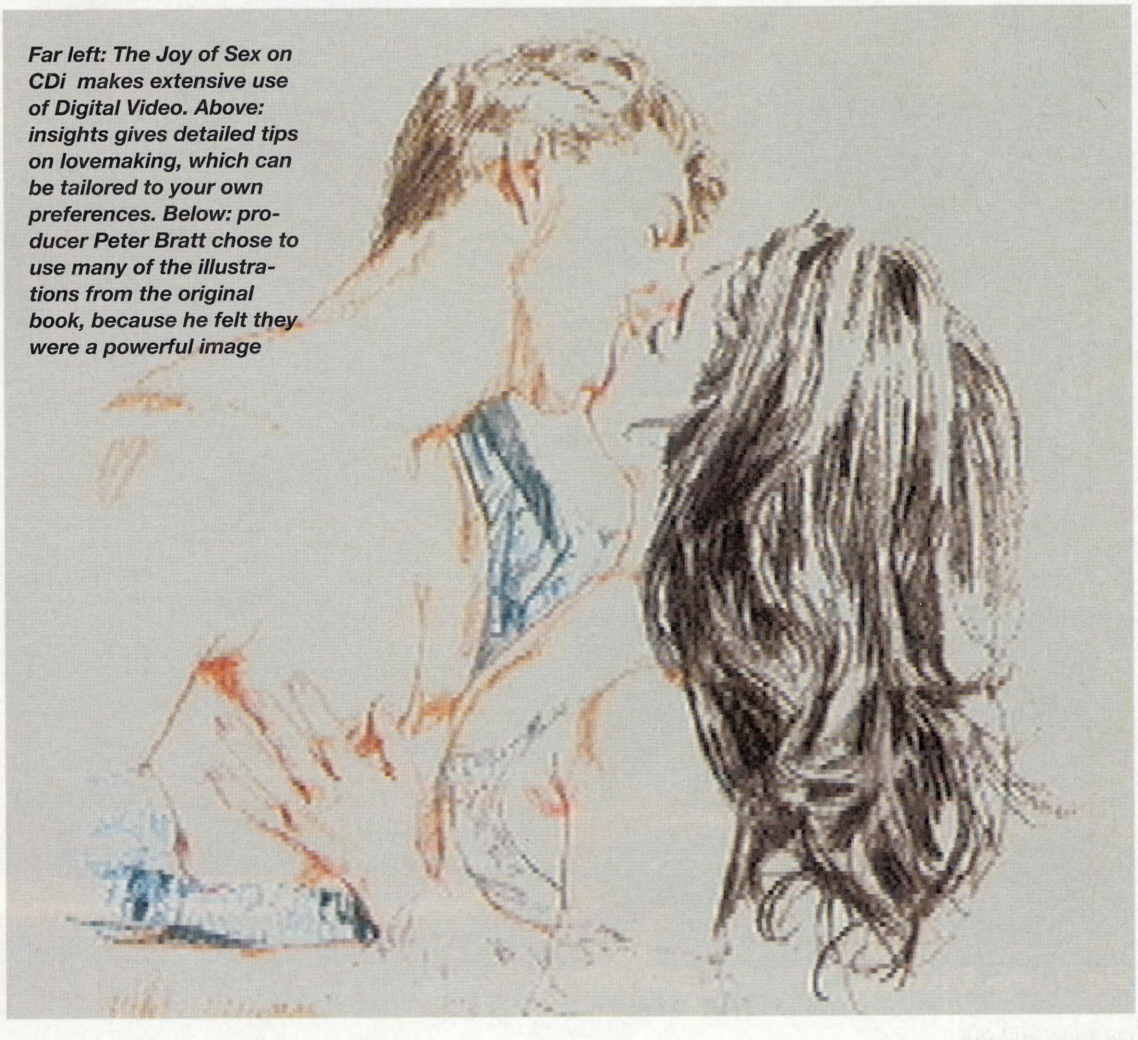
In the end, the title was ready more or less in time for its autumn launch — quite a feat when you look at what's happened to some of the other CDi software in development.

Is there anything the team would have done differently with hindsight? "Put Epic on a nice piece of elastic," was Rona's response, referring to the all too frequent 250-mile round trip to Brighton. And next time, she adds ruefully, they would like 18 months to develop a title, not just eight!



insights

fun and fantasy
what is 'normal'?
making it last
responsiveness for him
responsiveness for her
tenderness
getting older



Far left: The Joy of Sex on CDi makes extensive use of Digital Video. Above: insights gives detailed tips on lovemaking, which can be tailored to your own preferences. Below: producer Peter Bratt chose to use many of the illustrations from the original book, because he felt they were a powerful image

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Fred Flintstone, fighter pilots and a fatal attraction - on compact disc?

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Cartoons

Cartoon Carnival

Information

The Joy Of Sex

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The Seventh Guest
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PHILIPS DIGITAL VIDEO ON CDI *All titles require a digital video cartridge

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LAST ISSUE'S COMPETITION WINNER

The correct answers to our second competition were as follows:

1. 74 Minutes
2. Eta Carene
3. Rear Window

The *winner* is Mr R H Newsome of Farnley, Leeds.
He wins a Digital Video Cartridge for his CDi player.

QUESTIONS

1 **Which band is Glenn Gregory on The Worlds Of... CDi a member of?** ________

2 **Harrison Ford stars in two new CDi films? Which are they?** ________

3 **What is Nicky Campbell's favourite sport?** ________

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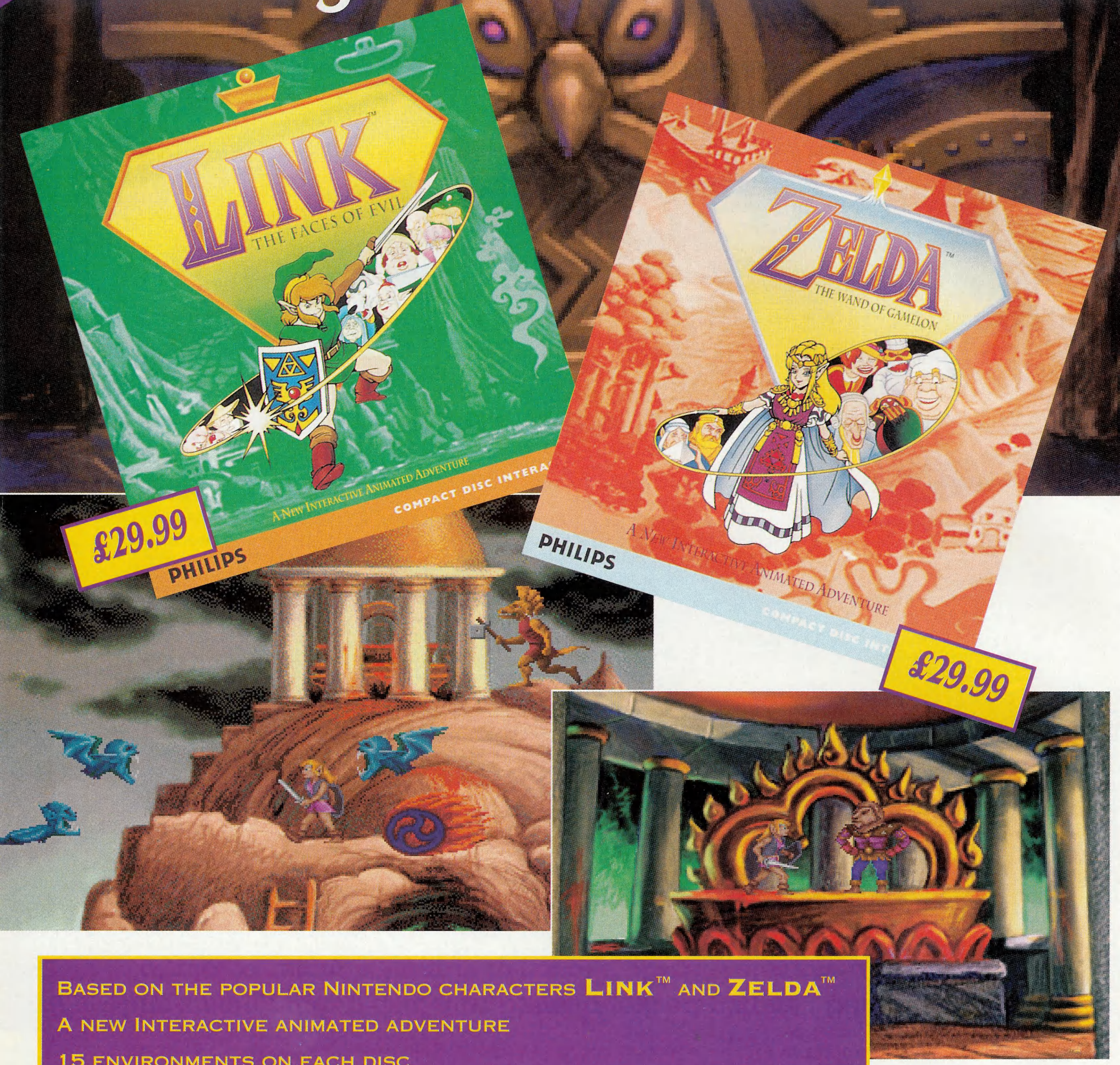
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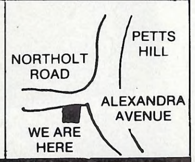

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Do you own a large/Wide screen TV: **Yes** ☐ **No** ☐ Model: __________
How many CD-i Discs do you own? __________ If you would like a complete CD-i list tick box ☐
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BEAT'EM UP

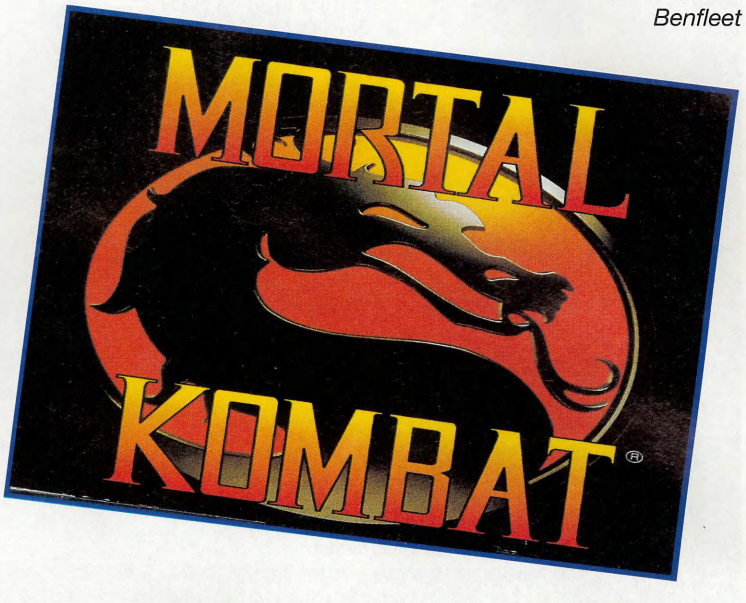
A few weeks ago I contacted Philips and asked whether they would be releasing any beat'em up games for CDi.

I was shocked to hear that they weren't, because they didn't want that kind of violent game on CDi. Please tell me that this was just a cruel joke, as I can't believe they won't produce one.

You only have to look at how games like Streetfighter 2 and Mortal Kombat sold to see that people like me want beat'em ups, and that a game like that would sell by the lorry load on CDi.

Congratulations on the first two issues. Keep up the good work!

R Eastwood
Benfleet



BRILLIANT!

Let me start by saying what a brilliant magazine! I have just finished reading your second issue and it has been very informative and a great pleasure to read.

It is good to see CDi coming together at last. I'm a proud owner of one of the first machines, and up until now things have been a bit slow getting off the ground.

I welcome the new Digital Video cartridge with open arms (hopefully for Christmas, if you're reading Santa!).

I'd also like to recommend the new Touchpad controller. It is great value for money, and a definite must for arcade type games.

Now for your help. Are there any tips or cheat codes for Mystic Midway or Alien Gate? My fiancee and I are tearing our hair out with frustration. Keep up the good work.

Lee Jefferies
Colchester

For game tips call Darren Hedges at Philips (see below).

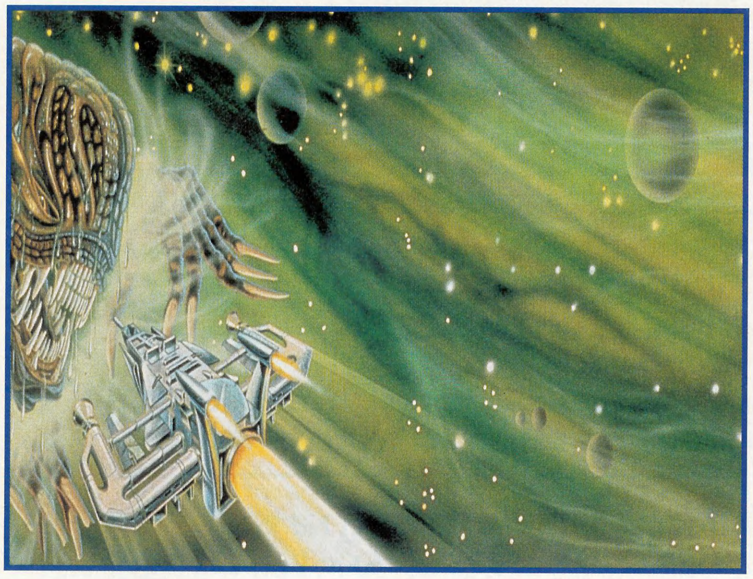
KEYBOARD?

Having had my CDi player for over a year, I am pleased to see a dedicated CDi magazine. I have more than 30 discs, not all of them brilliant. But I have had hours of enjoyment.

Could you tell me if it is possible to use a keyboard with the story discs? In the owner manual it says input 2 at the rear of the machine will take a keyboard. Which one is this?

G Shal
West Yorkshire

In theory, a keyboard can be connected to the RS232 input at the back of the machine. But as yet there is no keyboard that is compatible with a CDi, according to Philips.



TENNIS

Please help me. I am 15 years old and have had CDi for nearly a year now and have a collection of 12 games.

I need help with International Tennis Open. In the instructions it says that to become No 1 you have to beat Robert Garett on manual moves level 3. I spent hours doing this, only to find that my rank had gone down to 75. I have tried this again and again but without success.

Please tell me how to get to No 1. Also, I have had Mystic Midway for quite a while. I got to the 21st level and it says on the case of the game that there are only 10 levels. How many levels should there be?

Escape from CyberCity is one of the best games but also one of the hardest. I can get to the guardian and I know that you have to shoot the lights above him, but then you get on to the train and you have to drive it through different colour tunnels. I just keep crashing and don't know what to do next. Please, please help me.

Adam Lee
Cardiff

Philips has set up a special CDi games hotline run by their in-house games expert Darren Hedges. Call 081 689 4444 for further details.

BUYING CDI?

First let me say how good it is to see a magazine for CDi users. I do not own a CDi unit, but I am looking into it. This is the reason for writing to you.

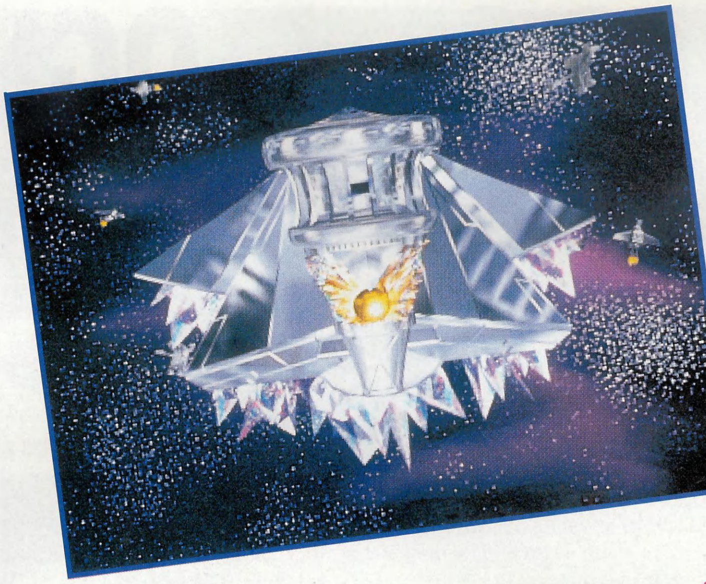
Unfortunately, at the moment the only thing that is making the CDi system interesting to me are magazines, as I cannot get one good demonstration that makes me want to buy a CDi right now. The only place that stocks CDi in my area is Dixons, where they seem to know less about CDi than I do.

Just mention some of the future games like Voyeur, Microcosm and 7th Guest and watch their faces go blank. For a real laugh, ask them about the Digital Video cartridge.

I tried this in three local Dixons stores. They really must start to train the people who sell CDi machines, as they have no idea what they are trying to sell.

I still think that CDi has great potential, but I won't be buying one without seeing a good demonstration from somebody who knows what they are talking about.

Nigel Davies
Oakham



INFOGRAMES

First of all, may I congratulate Infogrames multimedia for working hard to become undoubtedly the best CDi games producer.

I've never seen a 3-D game with such detail as Mystery of Kether, on any computer or arcade machine. International Tennis is equally stunning. I hope Infogrames doesn't spoil its excellent record and keeps producing fab CDi games.

CDi magazine also deserves three hearty cheers. Keep it up. However, the magazine also needs a section for reader adverts and game swaps.

Finally, are these games still planned for release on CDi? United, Deja Vu, Angel and the Demon Hangman.These were promised in the spring cataglogue but nothing is being said about them any more?

Larry Kayze
London

The titles you mention are not in the release schedule we have received from Philips.

LASER LORDS!

Help, Laser Lords is doing my head in.

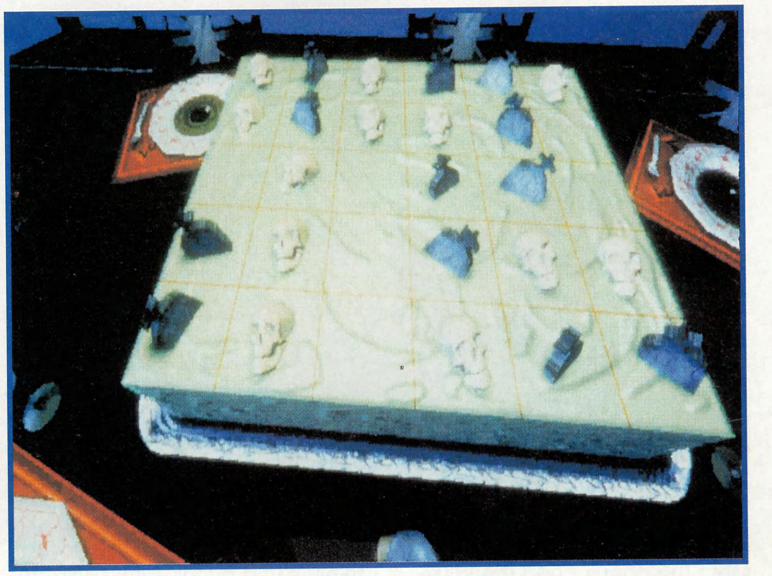
I have progressed quite some way into the game but I am now stuck . For example, I do not know how to obtain the PSU Lysistrata refers to as being available on Tekton. I have also journeyed to Ravanna but after killing a couple of baddies early on, I keep descending down and not getting anywhere.

On Woo, I have given my steel sword to the monkey but all he says is thanks.

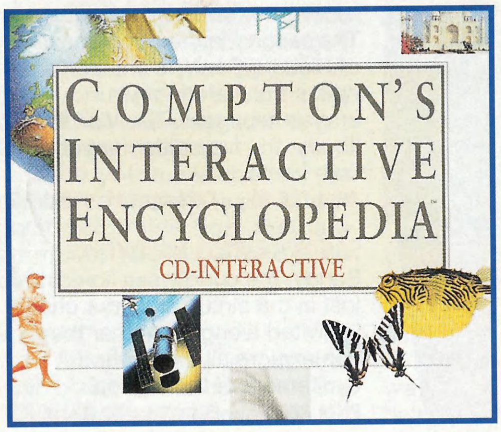
If possible, can you send me any playing tips, cheats or special information to help me progess - I would be staggeringly grateful.

G B Milkins
Bristol

Phone the Philips hotline.



ENCYCLOPAEDIA?



I have enjoyed reading your first issues of CDi. I particularly thought that the reviews and profiles on software developers were interesting.

I have two points of dissatisfaction with my CDi system at present. My first complaint is about the cases that hold CDi discs — I just want to add my voice to the call for the use of standard audio cases to be used. This makes storage much easier and means that I don't have to get out my craft knife and empty jewel case every time I purchase new software.

My second complaint is about the price of the new encyclopaedia. I was looking forward to having a comprehensive general resource at an affordable price, but at a cost of £200?

Unless you happen to be buying a CDi system while this software is offered free, then it is just not affordable. This over-pricing policy was very disappointing for me.

I have been entertained by my CDi system and have detected a significant increase in the quality of software.

If this increase in quality continues in a similar manner, then CDi will be unstoppable.

P A Panayis
Northampton

EXCELLENT!

I am pleased to hear that Phillips is making lots more games that are mostly Digital Video.

Seventh Guest is very good with excellent sound and graphics, Microcosm looks amazing where the player has to go around the body with a rogue craft after him. I recently went down to Dixon's Store in Folkestone and tried out the free disc on the front of CDi Magazine Issue No.2. Andrew Lloyd Webber was so good that I thought I was watching TV.

I have bought a new CDi Touchpad and find that it is a lot easier to use, but what CDi really needs is a good beat'em up game, like Street Fighter 2 or a graphic adventure like Monkey Islands 1,2. I would also like to see an adult horror game, with Digital Video and stereo sound. Could you please review Striker and Litil Divil in your next issue?

A lot of my friends think that Phillips should licence Dragons Lair to CDi. I can't wait to see the next issue of CDi Magazine.

Ruth Pile
Maxton

CDi TITLES CATALOGUE AND PRICE LIST WINTER 1993

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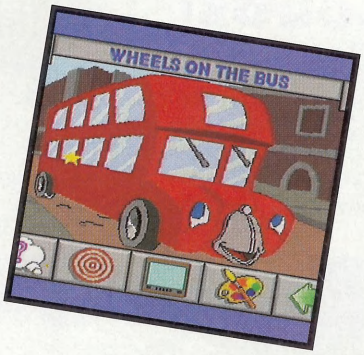

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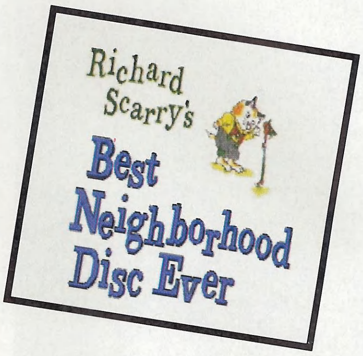

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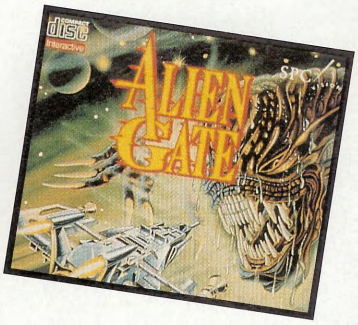

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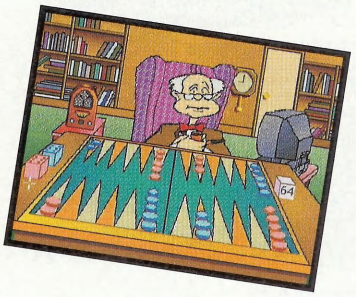

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The CDi version of the popular vertical chequers game.
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Check out four of the hottest guys in the universe with three of your own friends, or those on the disc. Try and work out which hunk your opponents have chosen as their dream date.
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You are the last surviving Inca. To save your race you must journey across space, battling enemies and collecting special powers on the way.
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Wimbledon and the French Open brought to your living room in one of the best CDi games yet. A two-player version will soon be available and should make the game even better.
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KETHER

You are Melkhor, a space knight, who has to land on Kether and rescue Eta Carene, the Princess of Wisdom. Stunning graphics in this mix of arcade action and puzzle solving.
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The Laser Lords' star cruiser enables you to explore alien worlds.
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Nintendo characters appear for the first time on CDi. Ganon has captured the island of Koridai and Link must save it from the Faces of Evil.
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A Japanese strategy game on CDi featuring live actors and interesting gameplay.
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There are 16 levels of this chess program, or use the special novice level. Experienced players have the pleasure of more advanced levels.
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Choose from beginner, intermediate or advanced levels of play in this well-known puzzle game.
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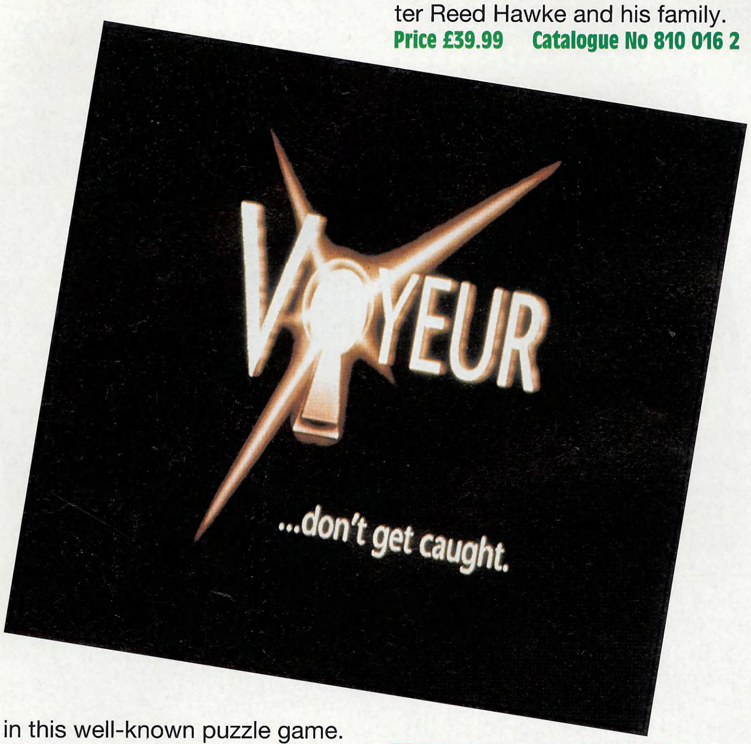

TETRIS
The classic Russian puzzle game featuring ten levels of play. Ten original CD soundtracks and video nature backgrounds.
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TEXT TILES
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THE SEVENTH GUEST (DV)
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THE ULTIMATE NOAH'S ARK
Puzzle game based on a painting by artist Mike Wilks. Player has to spot which animal in the picture is not paired. Other puzzles included. £10,000 worth of prizes to be won.
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VIDEO SPEEDWAY
Motor racing game with ten tracks to choose from. The player can race karts, Formula 3000 or Formula 1. Alter your car's dynamics in the pit and then head for the track.
Price £29.99 Catalogue No 819 001 1

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Adult political whodunnit which combines the suspense of Alfred Hitchcock's Rear Window with an American soap opera. Spy on the house of Presidential character Reed Hawke and his family.
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ZELDA: WAND OF GAMELON
The evil Ganon has captured Link and the Triforce. The only way to rescue Link and save the world is to gather all the seven signs of the Tolemac. Features the Nintendo characters.
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ANDREW LLOYD WEBBER (DV)
The Premiere Collection from the Lloyd Webber stable includes hits sung by Jason Donovan, Phillip Schofield, Sarah Brightman, Michael Ball and David Essex.
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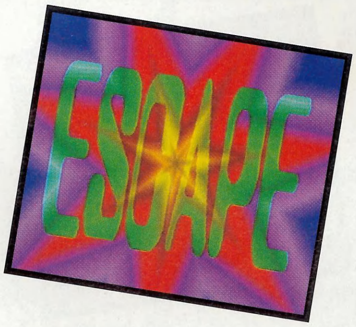
Club music and psychedelic visuals brought to you by Hex.



Incorporates eight hardcore techno tracks with real-time computer graphics.
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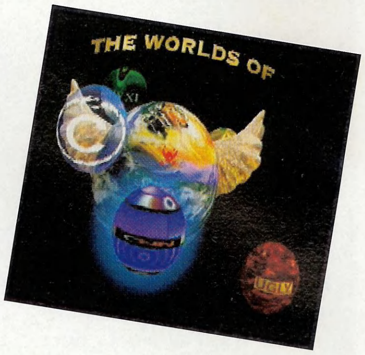

THE WORLDS OF....(DV)
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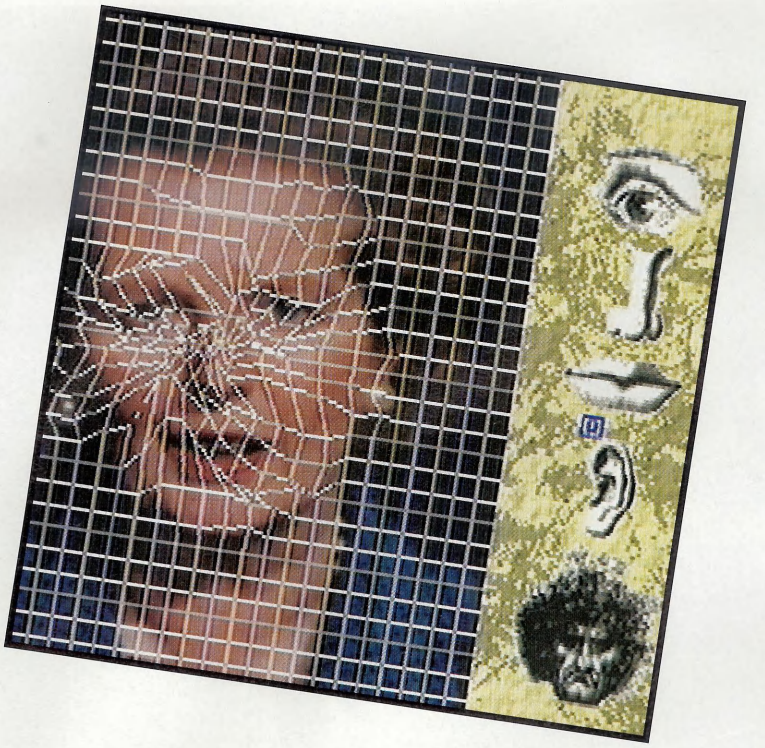

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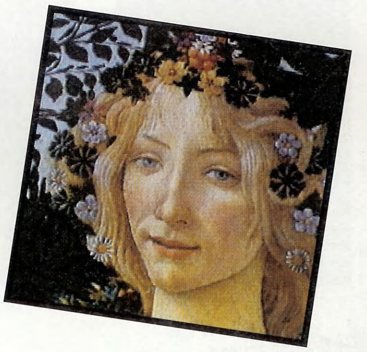

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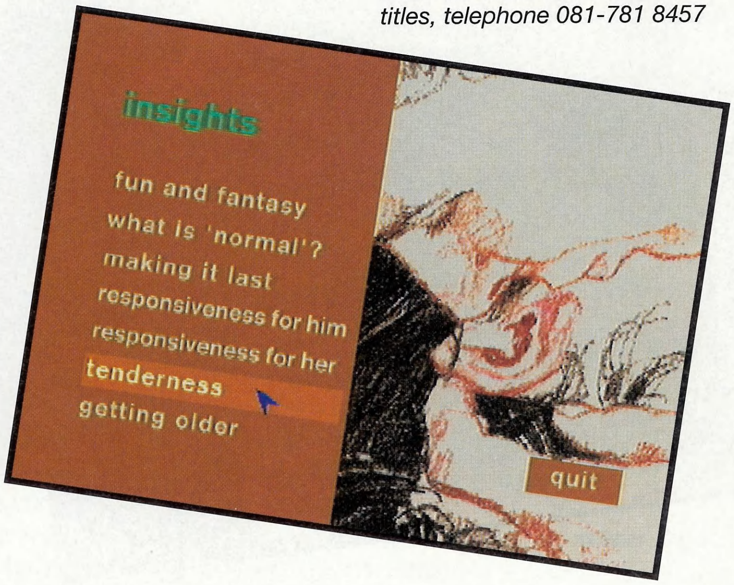

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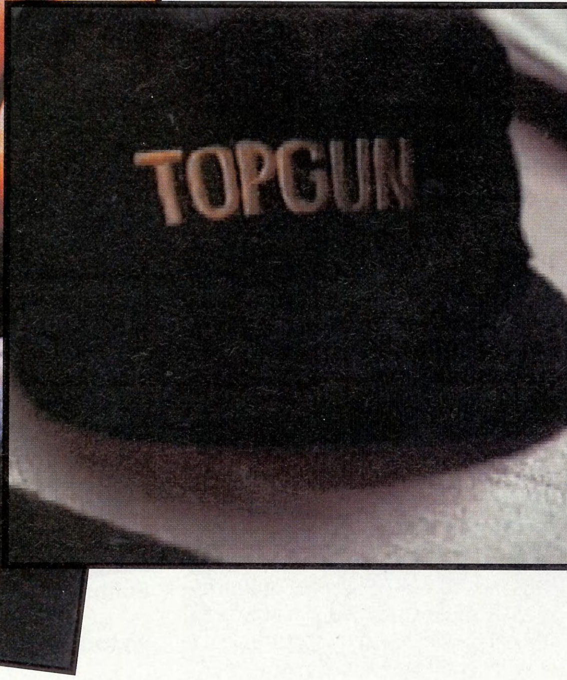

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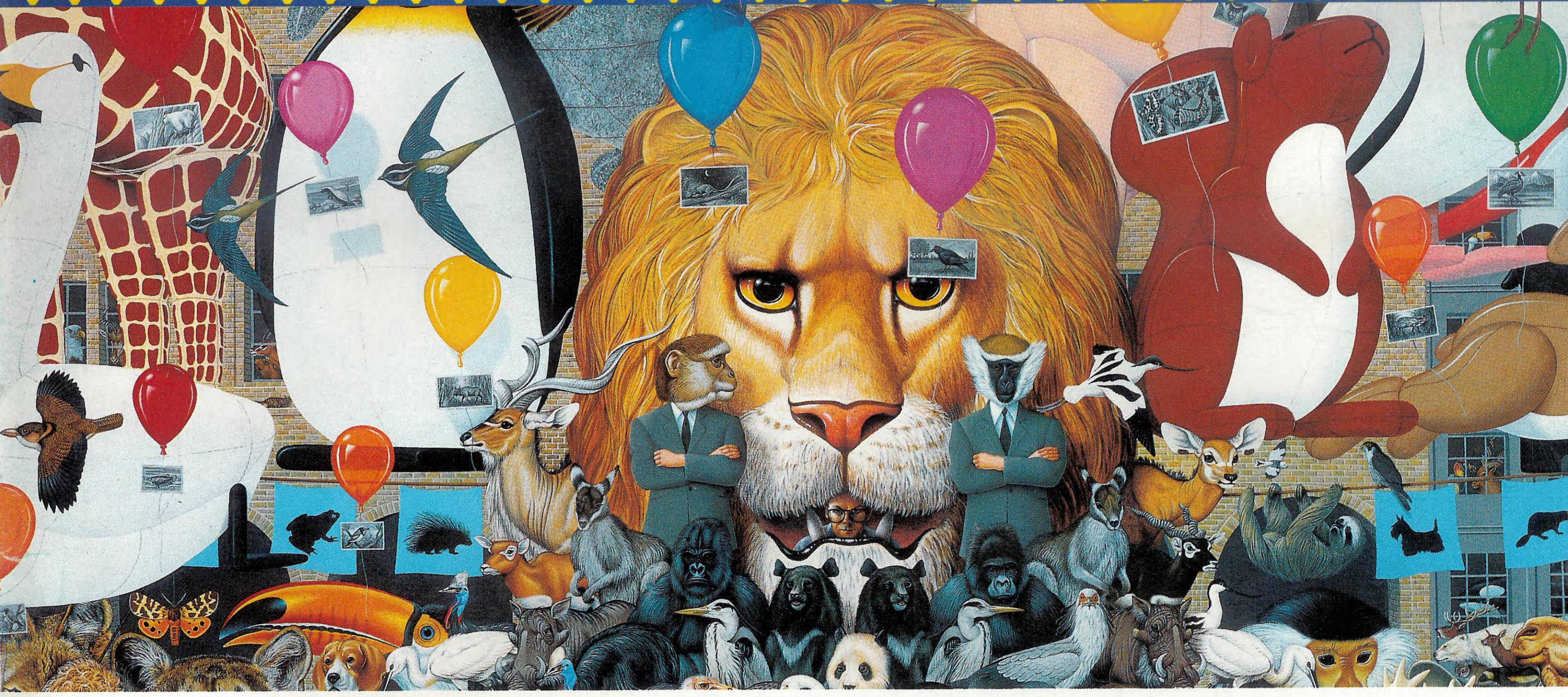
CO OP, Comet, Dingles, Jessops Photo/Video Centre, Radio Rentals
Pontefract
Comet
Poole
Atlanta Radio Vision Reach, Comet, Rumbelows
Portsmouth
Comet, Radio Rentals
Potters Bar
Comet
Preston
Clydesdale Electrical Stores, Comet, Goodrights, Martin Dawes, Radio Rentals
Purley
Purley Radio
Rayleigh
Comet
Reading
B & B Hi Fi, HMV, Heelas, Jumbo Home Entertainment, Radio Rentals, Virgin Megastore, SEB
Redhill
Tru-Fi
Redruth
CRS Homeworld
Renfrew
Clydesdale Electrical Stores, Comet,
Richmond
SEEBOARD
Rochdale
Cleartone, Comet, Martin Dawes
Rochester
Comet
Romford
Comet, EEB
Rotherham
CRS Homeworld, Retail World
Rugby
Comet, Geoffrey Creighton
Rutherglen
Comet
Saffron Walden
Chew & Osborne, Goddards
Sale
Tomorrows Studio
Salisbury
Comet
Sandiacre
Comet
Scunthorpe
Binns, Comet, Kirk & Frith, NORWEB
Seaham
John Calvert
Sevenoaks
Sevenoaks Hi Fi
Sheerness
Brittain & Hobbs
Sheffield
Advance, CO OP, Cole Brothers, Comet, House of Fraser, Martin Dawes, Virgin Games Store, The Computer Centre
Shipley
Peter Dyer
Shirley
STP Cameras
Shrewsbury
Comet, Martin Dawes, McCartneys TV, Rackhams, NORWEB
Sidmouth
Ford & Sons
Sittingbourne
Brittain & Hobbs
Slough
CF Lake, Comet, Rumbelows
Solihull
Clydesdale Electrical, Comet
Southend
EEB, Rumbelows
South Shields
Binns, Thompson Bros
Southampton
Allders, Comet, Peter Shee, Peter Shee, R Upfield, Radio Rentals, Rumbelows, Tyrrell & Green, Granada
Southport
Goodrights, H Plumb, Tomorrows Studio
Speke
Comet
St Albans
W Darby & Co
St Helens
Clydesdale Electrical Stores, Comet, H Plumb & Son, Martin Dawes
Stafford
CO OP, County Cameras
Staines
Peter Shee
Stevenage
Comet, Tempo
Stockport
Comet,, Hamlets, Yeoman & Russell, CO OP
Stockton-on-Tees
Comet
Stoke-on-Trent
Eric Alcock, Comet, Martin Dawes, M E B
Stourbridge
Geoff Hill
Stowmarket
Hughes
Stranraer
A McKenzie
Sunderland
Comet, Parrys
Sutton
Comet, Tempo
Sutton Coldfield
Comet
Sutton-in-Ashfield
Gregsons
Swansea
Comet, David Evans, Mertec Computers, Radio Rentals, Rumbelows
Swindon
Burden Electronics, Comet, Hickmans, Radio Rentals, Southern Electricity Board, The Power People
Tamworth
Comet
Taunton
Paul Roberts Hi Fi
Telford
Clydesdale Electrical, Comet, MEB
Thetford
Hughes
Thornton-Cleveleys
Kenneth Gardner Ltd
Torquay
CO OP, Comet, Radford Hi Fi
Trafford
Comet
Truro
ETS
Tunbridge Wells
CO OP, Comet, SEEBOARD
Wakefield
Clydesdale Electrical, Comet, Comet Mega Store
Wallington
Comet
Walsall
MEB
Warley
A E Chapman, TC Hayes
Warrington
Comet, H Plumb & Son, John Littler, Radio Rentals
Warwick
Owens
Watford
Comet, EEB, Hi Fi City, Radio Rentals, Trewins
Welwyn Garden City
John Lewis
Wembley
Comet
West Bromwich
MEB
West Thurrock
Comet, House of Fraser, SEEBOARD, Tempo, 20/20 Vision
West Wickham
Pickhurst Electronics
Weston Super Mare
Comet
Wetherby
Horton & Hollender
Weymouth
Comet
Whitehaven
Brooks Music Centre
Wigan
Cleartone, Comet, H Plumb
Willenhall
Comet
Wilmslow
Martin Dawes, Yeoman & Russell
Wirral
Morris & Pinch, NORWEB, Rumbelows
Wishaw
Clydesdale Electrical Stores, System Design Audio Visual
Woking
Allders, Bartletts, Peter Shee
Wolverhampton
Cleartone, Comet, James Beatie, MEB
Woodford Green
Broadway Music
Worcester
MEB, Naam HiFi
Worksop
Comet, FL Smith
Worthing
Churchers, Comet, Lyles, Rumbelows
Wrexham
Comet, Radio Rentals, TE Roberts
York
Comet, Wall of Sound, Yorcom

All details of this dealer list were correct at time of press

CDi TOP 20

1. International Tennis Open
2. The Palm Springs Open
3. Caesar's World of Gambling
4. Battleship
5. Tetris
6. Dark Castle
7. Kether
8. Mystic Midway
9. Sesame Street Letters
10. Pinball
11. Link: Faces of Evil
12. Zelda: Wand of Gamelon
13. Zombie Dinos from the Planet Zeltoid
14. Sargon Chess
15. Cartoon Jukebox
16. Sandy's Circus Adventure
17. CD Shoot
18. Lords of the Rising Sun
19. Laser Lords
20. Tom's Magic Picture Show

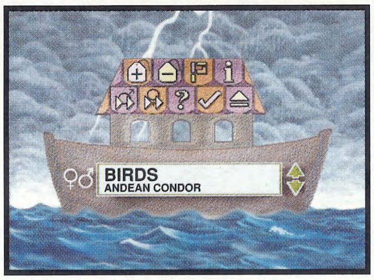
£10,000 TO BE WON IN THE ULTIMATE CD-i COMPETITION



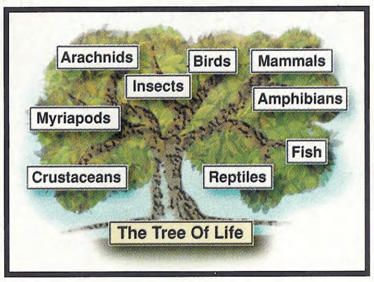
The ULTIMATE NOAH'S ARK

A TANTALISING COMPLEX NEW PUZZLE BASED ON THE BOOK BY MIKE WILKS, CREATOR OF THE ULTIMATE ALPHABET, THE LEGENDARY NO. 1 BESTSELLER THAT SOLD OVER A QUARTER OF A MILLION COPIES

The Ultimate Noah's Ark CD-i is a wickedly testing game based on Mike Wilks' latest intriguing puzzle book. The images on the disc, which together make up a remarkable painting,contain 707 creatures, of which 353 are painted twice, once for each sex, but a single creature is painted alone and without a mate. The deceptively simple mystery is to find the missing animal and identify its gender. Only by eliminating all the pairs one by one will the missing animal be found. While some pairs of animals are easy to spot, others have been concealed in all manner of guises. It's up to you to apply all your skills to seek out the missing animal - and claim your prize.


BIRDS
ANDEAN CONDOR

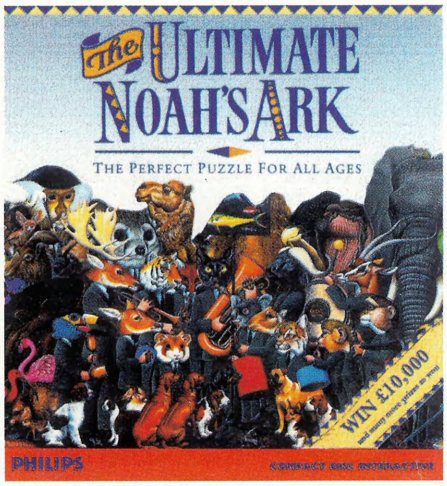
Menu screen


Arachnids
Birds
Mammals
Insects
Amphibians
Myriapods
Fish
Crustaceans
Reptiles
The Tree Of Life

Classification tree

Win £10,000 by pinpointing the missing animal

- Explore the painting in high-resolution detail – 256 screens in all, hours of entertainment and intrigue.
- Use a unique tagging system to track your progress as you pair off the animals.
- Solve the brain-twisting CD-i picture puzzles and win special CD-i prizes.
- See selected videos of the animals in their natural habitat.
- Discover the facts about our natural heritage – for each species you can find out: *Where it lives, its size compared to man, its place in the animal kingdom and the scale of the threat to its existence*
- Entry details in the disc.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COMPACT DISC INTERACTIVE

PENGUIN BOOKS

PHILIPS

VOYEUR™

...don't get caught

THE FIRST CD INTERACTIVE ADULT MOVI

18

LUST... GREED... CORRUPTION... DECEIT

Find the killer, but don't get caught.....

Senator Reed Hawke is running for the US presidency. When he gathers his family together for a pre-announcement weekend, it becomes clear that a dark family secret is about to be unveiled. But Hawke will go to any lengths to ensure his family's silence...

- ★ The first original CDi thriller - with real actors and real time video.
- ★ Record the evidence, collect the clues and nail the killer!
- ★ Different scenarios allow you to play the game over and over aga
- ★ Stars Robert Culp and Grace Zabriskie

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